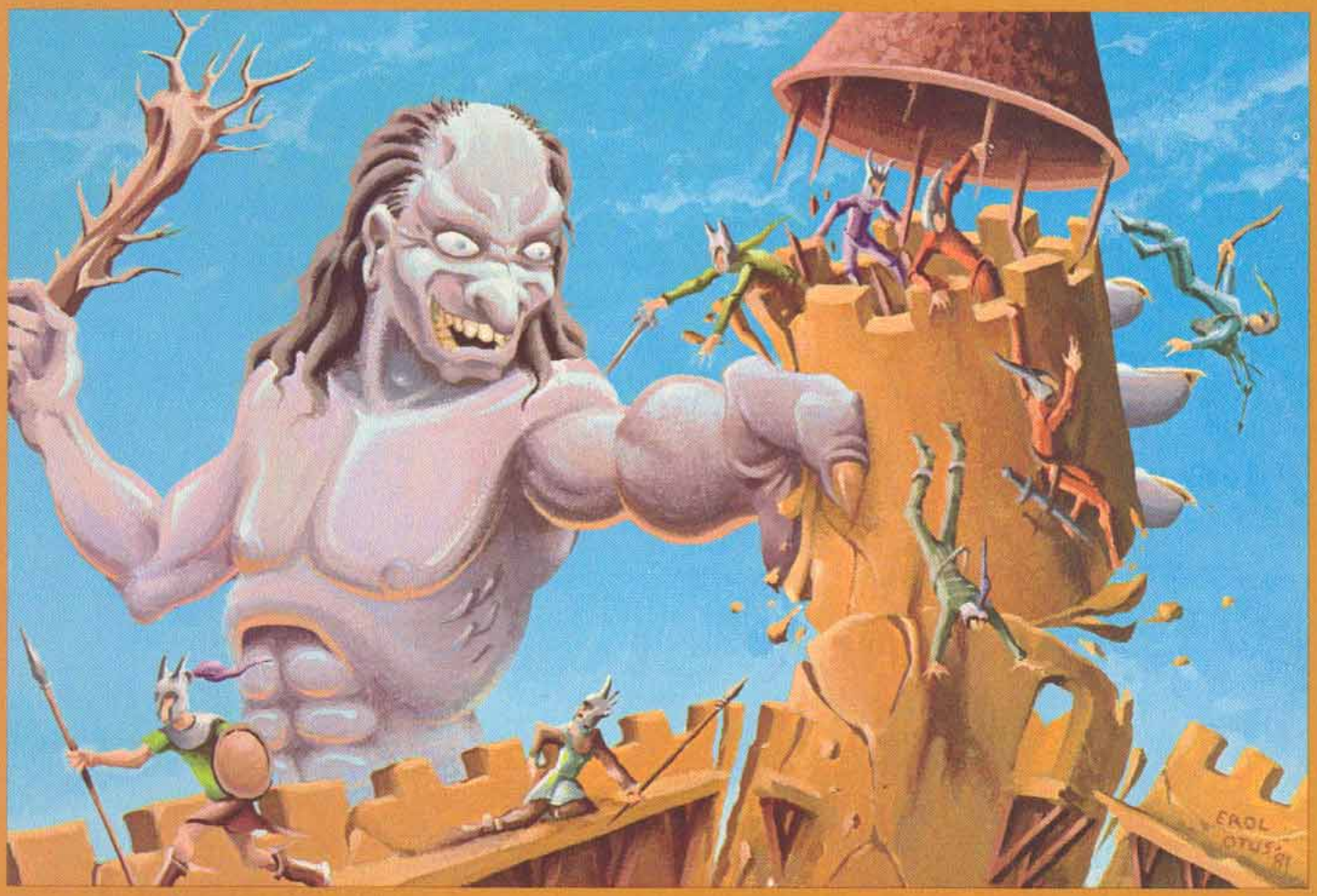
X2

FOR DUNGEONS & DRAGONS® EXPERT SET

Dungeon Module X2
Castle Amber (Château d' Amberville)

by Tom Moldvay

AN ADVENTURE FOR CHARACTER LEVELS 3-6



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This module contains referee notes, background information, maps, and exploration keys intended for use with the D&D® Expert rules. Be sure to look for other D&D modules from TSR, the Game Wizards!

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DUNGEONS & DRAGONS® Expert Set

Dungeon Module X2

CASTLE AMBER
(CHÂTEAU D'AMBERVILLE)

Castle Amber is intended for use with the DUNGEONS & DRAGONS Expert Set, which continues and expands the D&D® Basic rules. This module cannot be used without the D&D Basic and Expert rules.

PART 1: INTRODUCTION

The information in this module is only for the Dungeon Master who will guide the players through the adventure. Knowledge of the contents of this module will spoil the surprise and excitement for players. If you plan to participate in this module as a player, please **stop** reading now.

Notes for the Dungeon Master

Before beginning to play, the DM should read the module thoroughly to become familiar with it in detail. The information that is boxed is to be read aloud to the players at the appropriate time. The material that is not boxed is for the DM's use and should only be revealed to the players at the DM's discretion.

This module has been designed for a party of 6 to 10 characters, between the 3rd and 6th levels of experience. The total of the party's experience levels should be from 26 to 34, with a total of 30 being best. For example: a party might be made up of a 4th level fighter, a 6th level cleric, a 5th level magic-user, a 3rd level thief, a 5th level dwarf, a 4th level elf and a 3rd level halfling for a total of 30 — (4+6+5+3+5+4+3=30). If the party has a strength of less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters in this module — either making them smaller and less numerous or larger and more numerous. Each party should have at least 1 magic-user or elf and 1 cleric.

Castle Amber (Château D'Amberville) is made up of 9 parts —some provide wilderness adventures and some provide dungeon-like adventures.

Part One (this section) outlines the scope of the adventure and describes the family of Amber (D'Amberville).

Part Two details the West Wing of the Amber family mansion (dungeon adventure).

Part Three describes the Indoor Forest in the central part of the mansion, which is built like a greenhouse (wilderness adventure).

Part Four is a description of the family Chapel (dungeon adventure).

Part Five describes the plan of the East Wing (dungeon adventure).

Part Six details the dungeon under the mansion (dungeon adventure).

Part Seven is a description of Averoigne, based on a fantasy world created by the author Clark Ashton Smith* (wilderness adventure).

Part Eight describes the Tomb of Stephen Amber (La Tombe Étienne D'Amberville) — (dungeon adventure).

Part Nine gives details on the new monsters introduced in this module.

During the adventures the DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on *reasonable*. Try to be impartial and fair, but if players persist at taking unreasonable risks, or if bravery turns into foolhardiness, the DM should make it clear that the characters will die unless they act more intelligently. Everyone should cooperate to make the adventure fun and exciting.

When describing monster encounters, the DM should not describe them only by what they look like. After all, there are four other senses as well — smell, sound, taste and feelings of heat, cold, wetness and so forth. The DM should try to vary the approach to encounters whenever possible. For example: the party might first hear a monster coming before actually meeting the monster. Such advance warnings are also a good way to warn a party that an encounter might be too difficult to handle. The DM should try to avoid letting unplanned wandering monsters ruin the balance of the adventure, making it too tough for the party.

The descriptions of each room give only a minimum of detail. The DM should feel free to add any additional details, such as the dimensions of the room, so long as this does not alter the challenge of the encounter. Additional detail is not necessary, but it may strengthen the atmosphere of the adventure.

This module is not designed to be played completely in a single session; a number of gaming sessions will be needed to finish it. If the party tries to complete the entire module without stopping periodically to regain lost hit points and restore spells, they are all quite likely to die. The party has an unknown powerful ally looking after them. Prince Stephen Amber (described in detail in a later section) will send a cloud of amber light to encircle the party at the end of a gaming session. This light will protect the party from all wandering monsters and provides nourishment. The amber light will also restore all lost hit points to wounded characters and allows magic-users, elves and clerics a chance to regain their spells. Time outside the amber light stops while it continues for those within the light. Thus, if characters gain enough experience to reach higher experience levels they may train and study between gaming sessions and rise in experience levels. Those characters who gain experience levels may use the abilities gained at the new level the next time they play. In general, the DM will find that a single part of the module is equal to one gaming session.

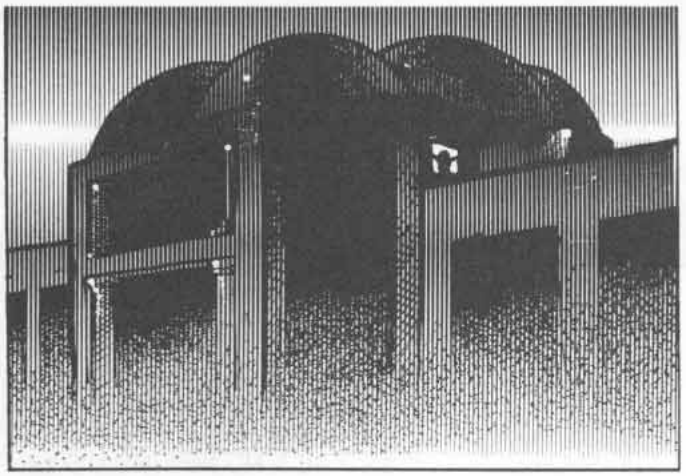
For the convenience of the DM, whenever a monster or NPC is described in the text, the game statistics will be listed in parentheses in the following order:

Monster Name (Armor Class; Hit Dice *or* Class/Level; hit points; Number of Attacks per round; Damage per attack; Movement per turn (round); Save As: Class/Level; Morale; Alignment; and Abilities for NPCs, if necessary.)

Abbreviations which are used are:
Armor Class = **AC**, Hit Dice = **HD**, Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**, Normal Man =**NM**; Level = **#**, hit points = **hp**, Number of Attacks = **#AT**; Damage = **D**, Movement = **MV**, Save As = **Save**, Morale = **ML**; Alignment = **AL**; Strength = **S**, Intelligence = **I**, Wisdom = **W**, Dexterity = **D**, Constitution = **C**, Charisma = **Ch**.

Class/Level is only used for NPCs, while *Hit Dice* is used for all other monsters. It should be noted that movement in a game turn is three times the movement rate per round.

*Permission to base Part Seven on the Averoigne stories of Clark Ashton Smith was graciously granted by CASiana Literary Enterprises, Inc.



The Amber Family

The Amber family did not come from the world where this adventure takes place. Their roots go back many centuries to another world in a different dimension. The world where the Ambers originated is similar to the medieval France of our world. It is a parallel Earth with a history that is similar, yet different from our own. The two main differences are

1) magic is real, but illegal, and the law is upheld by the church.
2) this world has not yet progressed beyond medieval technology.

The Amber family held estates in the province of Averoigne on the alternate Earth. Their original family name was D'Amberville. This family was noted for secretly practicing magic. In their search for power, the D'Ambervilles began to study black magic, especially magic that dealt with certain dark elder gods whose worship was forbidden. When their secret studies became known, the D'Amberville family was outcast. After a short but deadly war, the D'Ambervilles fled through a temporary gateway between dimensions. They were given refuge in Glantri, a country ruled by a council of independent princes, each a powerful magic-user. (For more details of Glantri and the continent it is located on, see **Dungeon Module X1, The Isle of Dread.**)

After several generations of living in Glantri, the D'Amberville family grew so powerful that each new family leader automatically became one of the Princes or Princesses of Glantri. They shortened their name to Amber and all family members learned to speak two languages, French and the common language of Glantri.

For a century or so, the Ambers were one of the major powers in Glantri. In particular, the seventh and last Prince, Prince Stephen Amber, was one of the most powerful magic-users in the history of Glantri. Suddenly, however, the entire Amber family and their mansion, Castle Amber, disappeared. They were never seen again and no one knows for sure what happened to them. In time, the Ambers became legends, the subjects of tales to frighten misbehaving children.

Note: The Amber family is *not* one of Clark Ashton Smith's creations and does not appear in any Averoigne stories. Their origin has been traced to Averoigne to aid the continuity of the module and to ease transition in and out of Averoigne in the course of the adventure.

The personalities of the lost Amber family members set the mood for the adventure. The Ambers are not quite sane! They range from slightly eccentric to completely insane. For the most part, the family is chaotic. While they are proud of their name, they seldom cooperate with each other. Most of the family members believe they can do anything once they set their mind to it. The Ambers live magically lengthened lives, but they have seen too much and are bored. They seek anything to relieve this boredom. On top of their other traits, the Ambers possess a bizarre sense of humor. It amuses them to watch adventurers battle obstacles which the Amber family members place in their way. The Ambers are equally amused whether the adventurers succeed or fail. A good spectacle is more important to them than defeating the adventurers. The Ambers tend to be fair, out of the belief that a rigged game is too predictable and not much fun.

Eccentricity, chaotic individualism, great pride and a warped sense of humor are the main Amber family traits that the DM should keep in mind. The DM also should note that many of the Amber family names, when first encountered, are given in both English and French. For simplicity, the DM may use the more familiar English names or may add exotic flavor to Castle Amber by using the original French ones. A glossary of names, translations and pronunciations is given at the end of this module.

Start

Your party has been traveling overland to Glantri City, tracking down rumors that one of the Princes of Glantri is looking for brave adventurers willing to undertake a special mission (for a suitable fee, of course). You were especially eager to receive the commission, because the Princes of Glantri are noted for their generosity, not only with money but also with magical gifts.

Leading pack mules laden with supplies, you have been following a river that the local inhabitants assured you would lead to Glantri City. Unfortunately, no hired guide was available, and either the directions given you were wrong or you have taken the wrong fork by mistake. At any rate, you have good reason to suspect that you are lost and will have to retrace your route tomorrow.

The sun is setting and it is time to make camp. The most defensible campsite is on a nearby hill. The night passes safely, though everyone's sleep is plagued with nightmares. When the sun finally rises, you stare out at a world gone mad. Instead of the hill where you made camp last night, your bedrolls now lie in a foyer of an ornate mansion. A freshly swept carpet graces the floor. The walls are decorated with bright, colorful tapestries. Brass candelabras line the entranceway. They show signs of having been recently polished and are filled with candles.

More frightening than the sudden change from the wilderness to a mansion, is the smoky gray mist which surrounds the mansion at a distance of 30 feet, blocking all sight beyond. No sound penetrates the mist. A mule which accidentally wandered into the mist was quickly lost to sight, though its lead rope was clearly visible at the edge of the mist. When the rope was hauled back in, the dead body of the mule was dragged back into the sunlight. What killed the mule cannot be determined, but it died with a horrible look of pain on its face. The mist advances on the mansion even as the party watches, but luckily it does not enter the foyer. The double doors to the interior swing open into the main hallway by themselves.

The Gray Mist completely surrounds the mansion and covers all of the land beyond. Should the players decide to walk into the mist, on the first round they will begin to choke and suffocate. They will feel disoriented and begin to get nauseous with painful cramps.

They will experience nightmarish visions and the pain will grow more intense with each passing second. Every round thereafter that the character remains in the mist he or she must save vs. Poison or suffer 1-6 points of damage from the noxious gases. Each character must also save vs. Spells or become momentarily deranged and flee back to the mansion. The mist does not end.

The Gray Mist is a device to ensure that the party will enter the mansion. If at all possible it should not actually kill any characters. While the adventures may be hard and dangerous, by searching all the rooms in the mansion the party will find the clues that will allow them to cross the mist safely and return to the world where the adventure started.

The interior of the castle, or chateau, is lavish. The stone walls are usually covered with either tapestries or wooden paneling. The stone floors are usually covered with carpets or wood parqueting (square wooden tiles of contrasting color patterns). The rooms are huge and their ceilings are 30' or higher. The doors are generally made of heavy, reinforced oak planks. Unless they are listed as locked, the doors will open for the party without being forced. The furnishings are ornate and expensive. The predominant style is flashy with extensive gold inlay, intricate carvings and deep, bright colors.

Wandering Monsters

The party is likely to encounter wandering monsters throughout Castle Amber and the land of Averoigne, except in the Tomb of Stephen Amber. The West Wing, East Wing, Chapel and Dungeon all use the same wandering monster encounter table. There are separate encounter tables for both the Indoor Forest and Averoigne.

The chance the party will encounter a wandering monster is 1 on 1d6. The DM should check for an encounter every two turns. For the sake of variety, it is suggested that no wandering monster be encountered more than once until they have all been encountered. If one is rolled up a second time, the DM should choose another that has not been encountered yet.

Wandering Monster Encounter Table (d20)
(West Wing, East Wing, Chapel, and Dungeon)

Die Roll	Monster	Number	Statistics
1	Doppleganger	1-6	AC 5; HD 4*; #AT 1; D 1-12; MV (30'); Save F10: ML 10; AL C.
2	Hobgoblin Servant	3-18	AC 6; HD 1+1; #AT 1; D 1-8; MV (30'); Save F1; ML 8; AL C.
3	Isabel Amber†	1	AC 9: M12; hp 26; #AT 1; D 1-4 + spells; MV (40'); Save M12; M9; AL C.
4	Living Statue, Crystal	1-6	AC 4; HD 3; #AT 2; D 1-6/1-6; MV (30'); Save F3; ML 11; AL N.
5	Living Statue, Iron	1-4	AC 2; HD 4; #AT 2; D 1-8/1-8; MV (10'); Save F4; ML 11; AL N.
6	Living Statue, Rock	1-3	AC 4; HD 5**; #AT 2; D 2-12/ 2-12; MV (20'); Save F5; ML 11; AL C.
7	Lupin	3-12	AC 6; HD 2; #AT 1; D 1-8; MV (40'); Save F2; ML 8; AL L.
8	Lycanthrope, Werewolf	1-6	AC 4; HD 4*; #AT 1; D 2-8; MV (60'); Save F4; ML 8; AL C.
9	Lycanthrope, Weretiger	1-4	AC 3; HD 5*; #AT 3; D 1-6/1-6/ 2-12; MV (50'); Save F5; ML 9; AL N.
10	Magen, Caldron	1-4	AC 5; HD 4*; #AT 1; D acid 1-10; MV (40'); Save F4; ML 12; AL N.
11	Magen, Hypnos	1	AC 7; HD 2*; #AT 1; D charm; MV (40'); Save M2; ML 12; AL N.
12	Magen, Galvan	1-3	AC 3; HD 5*; #AT 1; D 3-18 lightning or by weapon; MV (40'); Save F5; ML 12; AL N.
13	Mary Helen Amber††	1	AC 0; F14; hp 60; #AT 1; D 1-8 (+3); MV (20'); Save F14; ML 10; AL C (see below)
14	Rakasta	2-12	AC 6; HD 2+1; #AT 3; D 1-4 each; MV (30'); Save F2; ML 9; AL N.
15	Shadow	1-8	AC 7; HD 2+2*; #AT 1; D 1-4 + special; MV (30'); Save F2; ML 12; AL C.
16	Skeleton	4-16	AC 7; HD 1; #AT 1; D 1-6; MV (20'); Save F1; ML 12; AL C.
17	Spider, Black Widow	1-3	AC 6; HD 3*; #AT 1; D 1-4 + poison; MV (20') web (40'); Save F2; ML 8; AL N.
18	Thoul Servant	1-6	AC 6; HD 3*; #AT 1; D 1-8 + paralysis; MV (40'); Save F3; ML 10; AL C.
19	William Amber†††	1	AC 9; M10; hp 24; #AT 1; D 1-4 + spells; MV (40'); Save M10; ML 9; AL C (see below)
20	Zombie	2-8	AC 8; HD 2; #AT 1; D 1-8; MV (40'); Save F1; ML 12; AL C.

† Isabel Amber (Isabelle D'Amberville)
Abilities: S 12, I 17, W 11, D 9, C 10, Ch 15.
Magic items: potion of **speed** and **ring of delusion**.
Her spells:
First level: floating disc, light, shield, ventriloquism
Second level: invisibility, knock, levitate, locate object
Third level: clairvoyance, lightning bolt, protection from normal missiles
Fourth level: confusion, dimension door, wizard eye
Fifth level: pass wall, wall of stone
Sixth level: anti-magic shell, disintegrate

††Mary Helen Amber (Marie-Hélène D'Amberville)
Abilities: S 17, I 10, W 11, D 14, C 13, Ch 12.
Magic items: **sword +1**, NSA, **chain +2 worn under normal clothing and a ring of protection +1**.

†††William Amber (Guillaume D'Amberville)
Abilities: S 10, I 18, W 11, D 12, C 9, Ch 13.
Magic items: potion of **invulnerability** and **boots of levitation**.
His spells:
First level: floating disc, read magic, sleep
Second level: detect evil, knock, web
Third level: hold person, invisibility 10' R, protection from normal missiles
Fourth level: polymorph others, wall of fire, wizard eye
Fifth level: pass wall, telekinesis

PART 2: WEST WING

1. FOYER

The foyer, which has already been described, is empty except for the characters and their pack animals. The party members may enter the chateau proper, but the animals will balk at entering the front hall and, if forced through the doors, will continue to struggle and run away at the first chance they get. The hall is dark, as are all the rooms unless noted otherwise. The gray mist blocks sunlight from every direction except directly above.

2. THE GRAND SALON.

This room is luxuriously furnished with plush chairs, polished wood tables, ornate rugs and other fine furniture. The furniture has been pushed back against the walls and the carpets have been rolled up. In the middle of the floor, an impromptu boxing ring has been set up. In one corner of the ring a man stands as still as a statue with his hands raised in the boxing guard position. This man is wearing amber silk trunks. You notice that his skin has an unreal quality. Seated near the boxer is a man dressed in colorful silks, fancy lace and rich velvets. He also wears a large-brimmed hat flaunting a peacock's feather. A jeweled rapier is slung on his right side on a supple leather baldric. He has wavy black hair and a closely trimmed beard which comes to a point. Two men in plate mail carrying halberds stand as guards on either side of the richly dressed man. The guards' flesh has the same unreal quality as the boxer's. The seated man's flesh does not have this quality.

While the chairs have been pushed back, they all face toward the boxing ring. Floating above the center of each chair is a pair of red, unblinking eyes that turn to watch you.

The boxer is a demos magen (AC 7; HD 3+2; hp 24; #AT 2; D 1-3 each; MV (40'); Save F5; ML 9; AL N), a being created by special enchantments (see **Part 9, New Monsters**). This magen or magical man is one of the Amber family's creations, especially trained to fight with its fists. The two halberd-wielding guards are also demos magen (AC 2; HD 3+2; hp 19 each; #AT 1; D 1-10; MV (20'); Save F4; ML 9; AL N). The richly dressed man is John-Louis Amber (Jean-Louis D'Amberville), (AC 2: F/12; hp 54; #AT 1; D 1-8 +2; MV (20'); Save F12; ML 10; AL C). Beneath his rich clothing he wears **chain mail +2**. His rapier is a **sword +2**. When he gives the command "Fight!" the boxer will commence boxing. When he gives the command "Kill!," all three magen will attack the party. When he gives the command "Stop!," all three magen will stop fighting. John-Louis is the only individual the magen will obey.

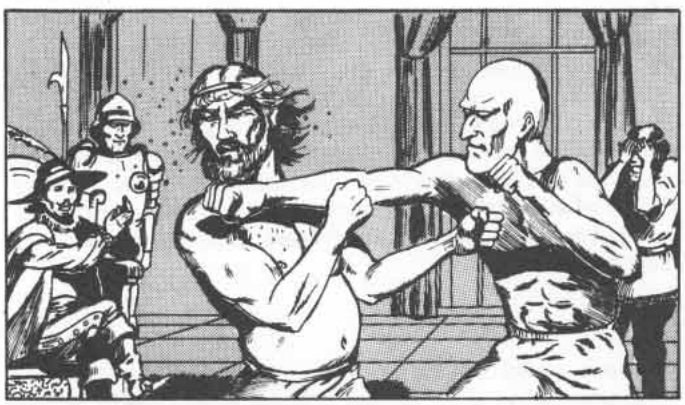
John-Louis is the trainer and manager for the magen boxer. As soon as the party enters, he will try to set up a bare-knuckle boxing match between his magen and whatever champion the party may choose from among their members. He offers even odds (the odds can be raised or lowered at the DM's discretion, depending on how even the match is), and he will cover up to 10,000 gp in bets. The bets must be made from cash in hand. John-Louis will extend no credit.

The party is not obligated to accept the boxing match. They may refuse and leave the room with no penalty. Should they decide to accept the match, it will be five boxing rounds long. The challenger can neither wear armor nor use any weapons. The challenger may prepare for the match using whatever magic he or she thinks may be helpful. A boxing round is defined as 1 minute of combat, or 6 normal combat rounds. At the beginning of each round the party may "throw in the towel" to save their champion from taking further damage. The challenger automatically loses if the party throws in the towel.

When boxing, normal combat procedure is followed but characters cause only 1-2 points of damage plus their bonuses; the magen does 1-3 points of damage. If the challenger lasts two rounds (i.e., still has 1 or more hit points left at the end of the second round), John-Louis will reward the party with an additional 1 gp above and beyond any side bets. If the challenger lasts three rounds, John-Louis will give the party an additional 10 gp; for four rounds, 100 gp; and if the challenger should last all five rounds, John-Louis will reward the party with 1,000 gp. If the challenger wins, John-Louis will pay 10,000 gp. The rewards are not cumulative; John Louis will pay only the highest amount the challenger has earned.

The challenger can win several ways. If either combatant is reduced to 0 hit points, he dies. Any time a combatant strikes for the maximum amount of damage possible, there is a 5% chance (1 on 1d20) he will knock his opponent out. The losing combatant passes out, regaining consciousness in 1-10 rounds. A combatant can also win by a decision. Total the damage that each combatant does in each of the five boxing rounds. The combatant who caused the most damage each round wins the round. In the case of a tie, the magen wins the round. Whichever combatant wins the most boxing rounds is the winner, even if there is no knockout or kill.

The eyes floating over each chair belong to other members of the Amber family, who have cast **wizard eye** and **phantasmal force** spells in order to watch the match. John-Louis had 20,000 gp in a locked iron chest set into the floor. The party may win some or all of the money from him or they may attempt to attack him and take the money. The rest of the Amber family will not interfere if he is attacked, even if he is killed.



3. STUDY.

The room is paneled in polished mahogany. A large fireplace faced with marble is set in the south wall. Whatever furniture was once in this room has been removed, except for an iron-bound wooden chest in the southeastern corner. Lying around the fireplace are a dozen or so bedrolls. Near the bedrolls are a dozen humanoids with cat-like faces dressed in leather armor.

The cat-beings are rakasta (AC 6: HD 2+1; hp 10 each; #AT 3; D 1-4 each; MV (30'); Save F2; ML 9; AL N). They wear iron claws over their paws and attack with two claws and a bite. For further information see **Part 9, New Monsters**.

The rakasta, with the permission of the Amber family, have turned this study into a lair. In the far corner of the room is a wooden chest that holds the rakastas' treasure: 6,000 gp, 2,000 pp, and a large ornate silver key worth 500 gp that can be used to open the silver gate to Averoigne in the Dungeon (**Part 6**).

4. DINING ROOM

Upon entering, you see a dining room in an advanced state of decay. After a short time, 12 men and 12 women in costly garb walk into the room through the solid south wall and proceed to sit down around the table. As soon as the 24 guests enter, the appearance of the dining room miraculously changes so it seems undecayed. If you concentrate hard enough, you can still see the original decayed scene beneath the fresh double-images. The 24 banquet guests are faintly transparent. Seventeen of these guests are human, three are elves, two are dwarves and two are halflings. Beside the 24 chairs already filled are a dozen empty chairs with diningware and utensils set before them. In front of several of the empty chairs are place-cards with the names of party members.

The ghost-like figures have no physical substance and cannot be touched or dispelled. Any object striking one passes through as if nothing was there. The figures will not seem to notice or communicate with the characters.

Each player character has one full turn to decide whether to sit down at the banquet table. After one turn, all empty chairs, place-cards and table settings where a character has not been seated will disappear. Once everyone who wishes to be seated is seated, the double doors at the head of a double flight of stairs in the north wall will open and ghostly servants will begin to bring in the dinner, course by course. The servants are also transparent, as is the food they bring to all the ghostly guests, except to the characters. The food given to the characters seems perfectly normal to all senses.

The first course is onion soup with croutons and melted cheese, plus a mellow amber wine. The second course consists of a tossed salad. The third course, the main course, is roast beef, wheat bread, mushrooms in wine sauce, green beans and a red wine. The final course consists of apple streudal and brandy.

Characters seated at the banquet may eat any, all, or none of the foods. Most of the foods are magical. To gain or suffer the magical effects, all of a type of food must be eaten. Characters must all declare whether or not they have eaten a particular food before they find out what that food's effects are. A type of food will only affect a character *once*.

The various effects of the foods are:

Onion Soup: Save vs. Spells. If the save is made, nothing happens. If it is not made, the character gains 1-4 hit points permanently.

Amber Wine: This wine will cure any disease or blindness, neutralizes poison currently in the character's system, and/or restores any lost hit points immediately. If none of this applies, nothing happens.

Tossed Salad: One of the character's abilities (picked at random) gains 1-2 points and one ability loses 1-2 points; this may affect the same ability. (No score can be raised above 18 or lowered below 3.)

Roast Beef: This is not magical, but is tender, tasty and pink in the center.

Wheat Bread: Save vs. Spells. If the save is made, the character becomes immune to the effects of starvation. If the save is unsuccessful, the character will forever need twice the normal amount of nourishment.

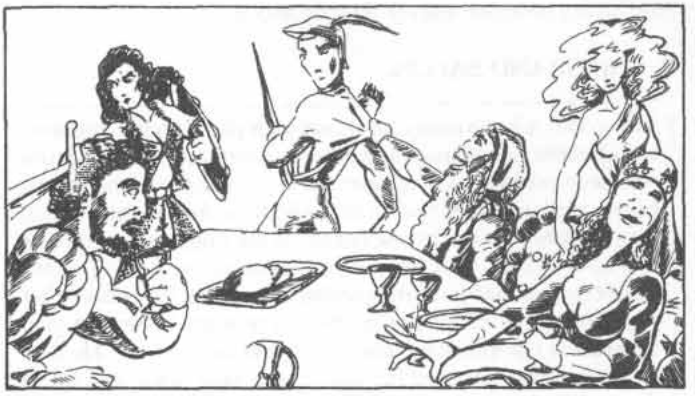
Green Beans: These are not magical.

Mushrooms in Wine Sauce: Save vs. Poison. If the save is made the character gains +4 on all future saves vs. Poison. If it is not successful, the character dies of toadstool poisoning.

Red Wine: This wine causes magical drunkenness for 2-12 turns.

Apple Streudal: Save vs. Spells. If the save is failed the character gains the ability to **ESP** (as per the spell) once per week. If the save is made, nothing happens.

Brandy: Save vs. Death Ray. If the save is failed, the character becomes insubstantial and joins the ghostly feast forever as an additional transparent guest. If the save is made, nothing happens.



5. THE HALL OF MIRRORS

You enter a wide, long hallway running east to west. In the center of the hall is a 10' wide red carpet stretching from the west door to the east door. The ceiling arches 20' high overhead. Near the east end of the hall, a raised catwalk stretches across the hallway 10' above the players' heads. At either end of the overpass are double doors. Thousands of 1" square mirrors are set into the ceiling and walls. The resulting reflection of your torches resembles a swarm of fireflies as myriad pinpoints of light are reflected back. The floor of the hall, where it is not covered with the red carpet, is polished white marble. The marble is so shiny you can see your reflections on its surface. Polished brass candelabra line both walls and crystal chandeliers hang from the ceiling. All the candle holders on the candelabra and chandeliers are filled with unlit candles.

As soon as all the characters are in the hall, or as many as circumstances permit, all the hallway doors will suddenly swing open and then slam shut. The resulting draft will extinguish all light sources in the hall, even magical ones.

If anyone in the hall tries to relight a light source or cast a **light** spell, all the candles in the hall will magically light at the same time with a brilliant flash. The light will be reflected off the walls, ceiling and floor and off the highly polished chandeliers and candelabra. The resulting light is so bright that all characters will be temporarily blinded. All characters must save vs. Spells or be blinded for 3-18 turns each. Those who save will be blinded for only half the time.

Once the candles are lit, the hall will be lit as if under a permanent **light** spell. Should a character regain his or her sight while in the hall, he or she will be able to see normally. The characters will be able to tell that their blindness is not permanent, but will be unable to guess how long the blindness will last.

The idea of this encounter area is to test the players' inventiveness when their characters are confronted with the sudden loss of sight. Wandering monsters should be rolled for normally. The DM should use discretion when confronting a blinded party with monsters.

6. LINEN CLOSET

You see a closet filled with shelves of fresh linen, bath towels, soap and other household items.

The closet is empty except for the items mentioned.

7. SERVANTS' QUARTERS

This room appears to have been quarters for the Amber family servants. The room is now completely filled with a mass of giant spider webs. Three giant spiders sit in the webs.

The room has been turned into an aranea lair. Three aranea (AC 7: HD 3**; hp 18, 16, 14; #AT 1; D 1-6 + poison and spells; MV (20'); web (40'); Save M3: ML 8; AL C; see **Part 9, New Monsters**) live in the lair. Their spells are:

Aranea #1 — **First level: charm person, light**
Second level: phantasmal force
Aranea #2 — **First level: read magic, ventriloquism**
Second level: detect evil
Aranea #3 — **First level: floating disc, sleep**
Second level: continual light

The aranea treasure is in a wooden box wrapped with webs and hung in the webbing. The box contains 5 gems worth 100 gp, 500 gp, 10 gp, 100 gp and 50 gp, plus 2 pieces of jewelry worth 1,500 gp and 1,400 gp.

8. SERVANTS' QUARTERS

Most of the floor of this room is covered with a slimy green goo. The only part not so covered is a small four-foot-square stone platform raised 2' off the floor, located against the east wall. Cemented to the platform is a stone chest shaped like a 3' cube. The entire ceiling is a dull black.

The floor is, of course, covered with green slime (AC always hit; HD 10*; hp 52; #AT 1; D special; MV (1'); Save F1; ML 12; AL N). The green slime is 2' deep across the entire floor. It covers so much volume that it has 10 hit dice worth of hit points, instead of 2. It still fights as a 2 HD monster, however.

Clinging to the ceiling is a huge black pudding (AC 6; HD 10*; hp 56; #AT 1; D 3-24; MV (20'); Save F5; ML 12; AL N). The black pudding will attack anyone trying to reach the chest by flying or levitation.

If a character gets within 5' of the stone platform and chest, he or she will notice that both look wet. They are covered with a gray ooze (AC 8: HD 3*; hp 19; #AT 1; D 2-16; MV (3'); Save F2; ML 12; AL N). The chest has a heavy stone slab top which can be lifted with a combined strength of 25. The chest holds 3,000 gp, 1,000 pp, a **staff of healing**, a **sword +2** (Intelligence 9, Ego 11, Will 22; AL N; **detects magic, finds traps** and **detects sloping passages**).

9. BEDROOM

This is a richly furnished bedroom. The bed is longer than normal. Standing next to the bed is an 8' tall creature with the shape of a human and the head of a lion. A jeweled golden crown rests atop his head. He wears golden plate mail.

This individual is Richard Amber, the Lion-Hearted (Richard Coeur de Lion D'Amberville) — (AC 2; F/10; hp 43; #AT 1; D 1-8 (+6); MV (20'); Save F10; ML 11; AL C; S 18, I 9, W 10, D 12, C 11, Ch 15). Richard is a 10th level fighter who has been magically altered. He is the leader of the rakasta in room **#3, The Study**. If he decides to fight, he will charge with a terrible roar. Anyone hearing the roar must save vs. Spells or be affected as if by a **wand of fear**. Richard has **plate mail +2**, a **sword +3**, NSA, and carries a potion of **poison**. His crown is worth 3,800 gp.

10. MASTER BEDROOM

The room is a large ornate bedroom. There is a large four poster bed in the middle of the room with all the curtains drawn.

If the party quietly investigates the drawn curtains, they will find an individual, apparently asleep, bundled under the covers. The figure under the blankets is completely covered. The party will notice that the figure is larger than a normal sized human and does not fit well in the bed.

The figure under the covers is actually an ogre (AC 5; HD 4+1; hp 25; #AT 1; D 1-10; MV (30'); Save F4; ML 10; AL C) which has been enchanted to believe that it is Janet Amber. The ogre is dressed in silken night clothes which are bursting at the seams, because they were designed for a much smaller individual. This ogre killed Janet Amber (Janette D'Amberville), the gown's owner, and is now imitating its mistress. Hence it wears her clothes, sleeps in her bed, etc. Janet's body is hidden inside a fireplace chimney against the north wall.

If awakened, the ogre will try to act the part of a gracious host. Unfortunately, its command of languages and of the social graces is slight and it will become more and more frustrated as it continues to make mistakes, until the ogre finally goes berserk and attacks.

11. BEDROOM.

This is another bedroom filled with costly furniture. Seated on the bed are two pale, manlike, almost transparent figures composed of thick mist. One of the figures resembles a middle-aged man while the other resembles a matronly woman.

The two figures are wraiths (AC 3; HD 4**; hp 18 each; #AT 1; D 1-6 + energy drain; MV (40'); Fly (80'); Save F4; ML 12; AL C). They will attack on sight. Behind a mirror mounted on the north wall is an iron safe cemented into the wall. The safe is locked and the lock is trapped so that, if not successfully detected and removed, a cloud of deadly spores (10' × 10' × 10') will explode outward when the safe is opened. Anyone within the cloud who fails to save vs. Poison will die. The safe contains 5,000 gp.

12. KITCHEN.

This room is a large kitchen. You see a dozen ghostlike hobgoblins dressed in pale amber-colored livery preparing a large meal. The hobgoblin servants and the food they are preparing are transparent.

The hobgoblins are busy preparing for the ghostly feast (see room **#4, The Dining Room**). They cannot be touched, either by weapons or magic, nor can they touch the characters. They will completely ignore the characters no matter what the party does. Besides the normal kitchen apparatus and the ghostly hobgoblins, the room is empty. A flight of stairs leads up to a set of double doors in the south wall. The doors open onto an overpass which arches over the **Hall of Mirrors** (room **#5**) and enters the **Dining Room** (room **#4**). The servants use the overpass to carry food from the kitchen to the dining room without disturbing any guests.

PART 3: THE INDOOR FOREST

Here a huge octagon-shaped building with seven domes has been turned into an indoor forest. The seven domes are made of thick panes of clear glass that let sunlight filter into the garden forest. The domes are nearly 100 feet high. Many trees of various types, some reaching a height of 80 feet, are planted in the garden. Numerous flowers, grasses, and bushes have also been planted. A stream meanders through the forest, widening into a fountain-pool in the middle of the garden. The north-west section of the forest slopes upward to form a 20' high hill.

A 10' wide path wanders through the garden. The path was designed as a kind of scenic tour by the Amber family. The plant growth here is so thick that characters will only be able to see into an area 10' wide on either side of the path. Beyond this area, the forest grows too thickly for anything to be seen clearly. The most that can be noted are vague movements, swaying branches, etc.

Movement while on the path is normal. Movement off the path is at half the normal rate due to the thickness of the brush and trees. Furthermore, when out of sight of the path, there is a chance of becoming lost (1-2 on 1d6). If the party becomes lost, roll 1d8 to determine which direction they travel (1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest). To further discourage off-path movement, the Amber family has constructed a number of pit traps with sharpened stakes at the bottom. Each trap does 2-12 points of damage to anyone falling into one and will be sprung by the first individual to walk on it. They also have planted a number of impenetrable barriers of thorn bushes. Crossing the stream anywhere other than on the bridge takes one full turn.

There are no rooms in the indoor forest; there are, however, a number of encounter areas. The encounter areas are designed primarily for use when the party is on the path. It is possible, however, to stumble into an encounter area while off the path. The area where the encounter could take place is marked on the map. Note there is no gray mist overhead, so that the forest is sunlit and other light sources are unnecessary.

Wandering Monsters

A special Wandering Monster Encounter Table for the indoor forest is given below. When the party is on the path, check for a possible wandering monster once every two turns (1 in 6 chance). When the party is off the path, check *every turn* for a possible wandering monster.

Indoor Forest Wandering Monster Encounter Table (d8)

Die Roll	Monster	Number	Statistics
1	Bear, Grizzly	1-4	AC 6; HD 5; #AT 3; D 1-4/1-4/1-8; MV 120' (40'); Save F2; ML 8; AL N.
2	Centaur	1-6	AC 5; HD 4; #AT 3; D 1-6 each; MV 180' (60'); Save F4; ML 8; AL N.
3	Hawk, Giant	1-3	AC 6; HD 3+3; #AT 1; D 1-6; MV 450' (150'); Save F2; ML 8; AL N.
4	Isidora Amber†	1	AC 9; M11; #AT 1; D 1-4 + spells; MV 120' (40'); Save M11; ML 9; AL C.
5	Rhagodessa	1-4	AC 5; HD 4+2; #AT 2; D 0/2-16; MV 150' (50'); Save F2; ML 9; AL N.
6	Robber Fly	2-12	AC 6; HD 2; #AT 1; D 1-8; MV 90' (30') fly 180' (60'); Save F1; ML 8; AL N.
7	Snake, Giant Rattler	1-2	AC 5; HD 4*; #AT 2; D 1-4 + poison; MV 120' (40'); Save F2; ML 8; AL N.
8	Weasel, Giant	1-4	AC 7; HD 4+4; #AT 1 + special; D 2-8; MV 150' (50'); Save F3; ML 8; AL N.

† Isidora Amber (Isodore D'Amberville)
Abilities: S 11, I 18, W 14, D 14, C 9, Ch 15.
Magic items: Potion of **animal control** and a **ring of control plant.**
Her Spells:
First level: charm person, detect magic, read magic, sleep
Second level: detect invisible, ESP
Third level: dispel magic, infravision, water breathing
Fourth level: charm monster, growth of plants, hallucinatory terrain
Fifth level: feeblemind, hold monster
Sixth level: move earth

13. THE FOREST OF DOOM

> The path runs southeast-northwest here, continuing forward in a series of S-shaped curves. The trees along this part of the path are larger than any trees you have seen thus far.

Six of the trees along this section of the path are actually killer trees (AC 5; HD 6; hp 27 each; #AT 5; D special; MV none; Save F3; ML 12; AL N; for further information see **Part 9, New Monsters**). The trees will wait to attack until as many of the party as possible are within tentacle reach. There are three killer trees on either side of the path. Another dozen killer trees are inside the encounter area to the west, but beyond reach from the path. Should the party wander off the path, the DM should see that they encounter at least a few of these.

14. SHADOW PARANOIA

> You hear branches rustling on both sides of the path. At the limit of your sight you see a number of grotesque shadowy forms to both sides of the road apparently following you.

The forms are only illusions and the rustling is done mechanically. This encounter is designed to keep the party guessing, and to make sure they can never be certain which dangers are real and which are not real until they are fully investigated.

15. THE MAIDEN AND THE UNICORN

> You see an amber-skinned woman with long golden hair sleeping in the middle of the path. A unicorn is sleeping next to her. The woman is wearing a dress the color of yellow daffodils. Her head rests on a rolled up saffron-colored cloak. One arm is draped around a small wooden chest.

The woman is actually a gold dragon in human form. The gold dragon is very young (AC -2; HD 8**; hp 36; #AT 3 plus breath weapon in dragon form only, otherwise spells; D 2-8/2-8/6-36 plus breath weapon in dragon form only, otherwise, by spells; MV 90' (30'), fly 240' (80') in dragon form only, otherwise 120' (40'); Save M8; ML 10; AL L). In her human form, the only attack the gold dragon has is her spells:

First level: charm person, light, protection from evil, sleep
Second level: detect evil, ESP, knock, wizard lock
Third level: dispel magic, hold person, protection from normal missiles, water breathing

Inside the chest are 4,000 pp. Note that since she is in a flammable forest, the gold dragon will breathe chlorine gas, not fire.

The unicorn (AC 2; HD 4*; hp 18; #AT 3; D 1-8 each; MV 240' (80'); Save F8; ML 7; AL L) is a close friend and ally of the gold dragon and will fight in the gold dragon's defense.

The gold dragon does not know how to get past the Gray Mist. She will not leave the indoor forest.

16. THE BILLYGOAT'S WOE.

A 10' wide wooden bridge spans a meandering stream. The path continues across the bridge. On the side of the bridge closest to you, you see a humanoid with the head and horns of a billygoat saying: "Please don't eat me, Mr. Troll, my brothers, who are right behind me, are much bigger and fatter than I am."

A deep gruff voice from beneath the bridge answers, "All right, you may pass, I'll wait for your brothers." The billygoat exits across the bridge.

Not surprisingly, a troll (AC 4; HD 6+3*; hp 30; MV 40'; Save F6; ML 10; AL C) lives under the bridge. Unless he can somehow be tricked, he will attack the party if they venture within the area of this encounter, mistaking the party for the billygoat's older brothers.

17. A CROCK OF CROCS.

The river which winds through the indoor forest is filled with crocodiles. If the party passes within 10' of either bank of the river (while off the path) or tries to cross the river (except by the bridge), the party will encounter 1-8 crocodiles (AC 5; HD 2; hp 9 each; #AT 1; D 1-8; MV 90' (30'); Save F1; ML 7; AL N).

18. THE FOUNTAIN OF DEATH.

In the center of the indoor forest is a circular pool of water. The pool is fed by a stream which wanders through the forest. In the middle of the pool is a fountain. The fountain is shaped like three interlinked gargoyles. The gargoyles spray water from their mouths. Embedded at the base of the trio of statues, you see the lid of a metal chest. The lid is padlocked.

The gargoyles are only stone statues. The real danger lies hidden. The fountain is the lair of a giant amoeba (AC 9; HD 15; hp 68; #AT 1; D 2-12; MV 30' (10'); Save F7; ML 10; AL N for more information see **Part 9, New Monsters**). The giant amoeba covers the entire bottom of the fountain. It is hidden beneath mud, water-logged leaves and copper pieces thrown into the pool for "good luck." (The DM may wish to give any character who throws more coins into the pool +1 to hit and damage in an encounter with the amoeba.) The chest is locked but not trapped. It contains 3,000 gp plus a large ornate silver key worth 500 gp, which can be used to open the silver gate to Averoigne in the Dungeon (**Part 6**).

19. KING MIDAS' ACORNS.

The trees on both sides of the curving path are mainly oak trees. You notice six amber colored squirrels darting about in the trees collecting acorns. When a squirrel touches an acorn, the acorn appears to turn into gold. The squirrel then gathers up the golden acorn and carries it to a nearby hole in the trunk of a large gnarled tree.

The squirrels are magical. They can only live by eating golden acorns and have the ability to transform *only* acorns into gold by their touch. Unfortunately, the squirrels can also only live in the indoor forest and will die if taken out of their home. Inside the squirrel's lair are 400 acorns worth 5 gp each. The six squirrels (AC 8; HD ½; hp 1 each; #AT 1; D 1 point; MV 120' (40'); Save NM; ML 10; AL N) will defend their hard earned cache of food. Note that their bite or touch will not turn a character into gold. Any attack on the squirrels will, however, automatically trigger a counter-attack by the Wild Hunt from encounter area **20**.

20. THE WILD HUNT.

The hillside suddenly cracks open and a number of mounted creatures begin to ride out.

This is the "Wild Hunt" that patrols the Indoor Forest. Small animals will alert the Hunt when intruders approach the lair. The riders are lupins and rakasta. The two lupins (AC 6; HD 2; hp 9; #AT 1; D 1-10 or 1-8; MV 120' (40'); Save F2; ML 9; AL L; for more information see **Part 9, New Monsters**) ride dire wolves (AC 6; HD 4+1; hp 19 each; #AT 1; D 2-8; MV 150' (50'); Save F2; ML 8; AL N) and charge with a mounted lance before switching to a sword. The two rakasta (AC 6; HD 2+1; hp 10 each; #AT 3; D 1-4 each; MV 90' (30'); Save F2; ML 9; AL N) are riding sabre-tooth tigers (AC 6; HD 8; hp 36 each; #AT 3; D 1-8/1-8/2-16; MV 150' (50'); Save F4; ML 10; AL N). The lupins and rakasta are led by Andrew David Amber (André-David D'Amberville) (AC 6; F9; hp 40; #AT 1; D 1-10 + 2 or 1-6 + 4; MV 120' (40'); Save F9; ML 10; AL C; S 17, I 12, W 9, D 11, C 10, Ch 12). Andrew David has been magically altered so that he now has the head of a large black goat and his body is covered with black, shaggy hair. His eyes glow red, and though he has hands, instead of human feet he has goat hooves. Andrew David rides a giant elk (AC 6; HD 8; hp 36; #AT 1; D 1-12; MV 120' (40'); Save F4; ML 7; AL N). When he first attacks he will make a mounted lance charge, and then melee with a **mace** +2. He also has a potion of **animal control**. Andrew David designed the Indoor Forest and he patrols it regularly with the Wild Hunt.

21. WILDERNESS GATHERING

You can see that the path ahead of you makes a right angle turn. You get a strange feeling that you are being watched. A closer look at the surrounding forests shows that all the plants in this area seem to have faces which turn and follow your every move.

This is another encounter designed to keep the party alert and guessing. The faces on the flowers and trees are actually **phantasmal forces** and **wizard eyes** being cast by members of the Amber family.

22. FLOWERS OF EVIL.

The trees around the sweeping curve are sparser than usual and the area between the trees is filled with tall grass and giant flowers. There are two types of flowers; some look like amber-colored water lilies, and others look like white roses. The water lily buds are closed, while the rose buds are open.

The grass and flowers of this area work together against the unwary. The golden water lilies are actually amber lotus flowers (AC 9; HD ½; hp 3 each; #AT 1; D 40′ × 40′ cloud of pollen, those in it must save vs. Spells or fall asleep for 4-16 turns; MV 0; Save NM; ML 12; AL N; for more information see **Part 9, New Monsters**). There are 20 amber lotus flowers. Any individual who falls asleep from their attack has a 50% chance of falling off the path, ending up in the grab grass at either side of the path (AC 9: HD 20; hp 90; #AT 1; D grabs and holds anyone entering the patch; MV 0; Save NM; ML 12; AL N; for more information see **Part 9, New Monsters**). Even if the victim should wake up, he or she will be unable to fight back since his or her arms will be pinned. No spells can be cast when held by the grab grass because the appropriate gestures cannot be made. There is a 5% chance per round of breaking free, +5% per strength point greater than 12. The white roses are actually twelve vampire rose bushes (AC 7; HD 4; hp 18 each; #AT 1; D 1-8; MV 30′ (10′); Save F2; ML 12; AL C; for more information, see **Part 9, New Monsters**). They will attack any who wander off the path, wrapping a stalk around a victim's neck after he or she is securely held by the grab grass. Victims are injected with hypnotic anesthetic, and must save vs. Spells or lose all will to fight, allowing the vampire rosebush to automatically drain 1-8 points of blood per round.

23. THE BLOOD-STAINED ARCH.

The garden path ends in a 10′ wide door in the eastern wall. Three massive stones form an archway over the path, in front of the door. It appears as if the only way to get to the door is to pass beneath the dolmen arch. A steady patter of blood drips from the underside of the arch, and it looks extremely difficult to pass under the arch without becoming blood-spattered.

There is, indeed, no other way to reach the door except by passing under the arch. The dolmen arch is a legendary artifact of the Amber family. The blood which drips from the arch is in atonement for all the bloody crimes committed by the Ambers. Every individual who passes beneath the arch must save vs. Spells. If they make their saves, nothing happens. If they do not make their saves, they gain temporary luck. Individuals who fail their saves will gain a bonus of 1-6 (roll 1d6) on "to hit" and damage rolls, all saving throws, and armor class (the same bonus for each) for the duration of the time spent in room **#34, The Throne Room**.

PART 4: THE CHAPEL

24. THE MAIN CHAPEL.

This large building is the Amber family chapel. Brightly colored stained glass windows are inset into the walls. The pews are made of intricately carved oak and have plush velvet cushions. The floor is wood parquet, making a colorful pattern. The entire building seems strangely garish and lewdly decorated for a religious house. Lined up along the south, east and west walls are 24 marble statues. The statues, while carved wearing saintly gowns, actually seem to mock saintliness. The sarcastic, leering faces of the statues all bear a distinctive Amber family cast.

The statues actually are the enchanted bodies of famous (or infamous) members of the Amber family. They periodically come to life. Every statue has a 1 in 6 chance of coming to life when a party member passes within 10′. The statues are AC 4 and have 8 HD. They have no physical attack, but do possess one random magical ability. Roll 1d6: 1 = bless, 2 = curse, 3 = turn to stone, 4 = bestow magical gift, 5 = raise an attribute of one individual 1 point, 6 = cause any disease.

The blessing gives a permanent +1 modifier to all saving throws, the number needed to hit, and damage done. Typical curses are diminution to half size, growth of a long heavy tail slowing movement by half or change of alignment. Turn to stone is the same as the spell. Bestowal of a magic gift is at random, using the D&D Expert Game magic item tables (or the DM's choice). An attribute is raised +1 only and is chosen randomly. Ability scores cannot be raised above 18. Typical diseases are malaria (-4 to hit until cured) and the Amber Death (death in 1-20 turns unless cured, the corpse turns amber). The DM is encouraged to modify and/or expand this brief sampling.

The animated statue must touch a victim for the magical power to take effect. One statue can affect one victim only. A touched victim is still entitled to a save vs. Spells. A successful save negates the magical effect of the touch, even if the effect was beneficial. Any statue reduced to 0 hit points or less will stop moving; otherwise, animated statues will try to touch victims, moving at 40′ per round.

Underneath the altar at the front of the chapel is a trap door leading to an underground passage to room **#50** in the **Dungeon (Part 6)**. If the party has not already adventured in the **East Wing (Part 5)**, the DM is advised to ignore the trap door until the party has explored this section of the mansion. The DM should make sure, however, that the party eventually finds one of the two entrances to the dungeon (the other is in room **#42 The Black Room**). The party must venture into the dungeon to successfully escape the gray mist.

25. BURIED ALIVE!

You hear a muffled, forlorn howling and a faint scratching sound that seems to be coming from somewhere beneath the chapel paving stones to the west.

Madeline Amber (Magdalène D'Amberville) (AC 9; F8; hp 36; #AT 1; D 1-8 +1; MV (40'); Save F8; ML 10; AL C) is buried here. She fell into a cateleptic trance, a condition that resembles death, and was buried by her eccentric brother Charles Amber (Charles D'Amberville) who thought she was dead. She is now frantically trying to dig her way out of the crypt. If the party rescues her, she will be grateful enough to aid them (only while they are in the chapel). Unfortunately, she will attack her brother Charles on sight should the party encounter him (see room **#30, Chapel Library**).

26 a-f. MONASTIC CELLS.

Each room is a sparsely furnished cell. Seated on the wooden slab which serves as a bed in each cell are three zombies dressed in amber monk's robes (AC 8; HD 2; hp 9 each; #AT 1; D 1-8; MV (40'); Save F1; ML 12; AL C. The zombies will, of course, attack on sight unless turned by a cleric. As soon as the zombies attack in one room, all the other zombies will come rushing out of the other cells to attack the party.

27. CONSULTATION ROOM.

> Ten chairs are arranged in a semi-circle around a desk and chair. Seated in each of the eleven chairs is a skeleton-like figure dressed in cowled amber monk's robes.

The figures in the ten chairs around the desk are skeletons (AC 7; HD 1; hp 5 each; #AT 1; D 1-6; MV (20'); Save F1; ML 12; AL C) that will attack on sight. The figure behind the desk is a bone golem (AC 2; HD 8; hp 36; #AT 4; D 1-8 each; MV (40'); Save F4; ML 12; AL N) who will also attack on sight. The bone golem cannot be easily distinguished from a skeleton until it attacks because its extra arms are hidden by the robe and desk. Hanging around the neck of the bone golem is a large, ornate silver key worth 500 gp, which can be used to open the silver gate to Averoigne in the **Dungeon (Part 6)**.

28. BEDROOM.

> While this room looks like a bedroom for a cleric, it is much more lavishly furnished than is usual. The room appears to be empty.

This room is empty, except for the furniture.

29. RELIQUARY STORAGE

> This room appears to be a storage area for typical clerical items.

An inspection will reveal four holes in the ceiling. The holes are one foot in diameter and stretch six feet into the ceiling.

- **Hole #1** ends in a killer bee hive with 6 killer bees (AC 7; HD ½; hp 1 each; #AT 1; D 1-3 + special; MV (50'); Save F1; ML 9; AL N), 4 large killer bees (HD 1; hp 5 each), and a queen bee (HD 2; hp 9) which can sting repeatedly without dying.
- **Hole #2** ends in a sack that is filled with 1,000 gp.
- **Hole #3** ends in a large bladder filled with water.
- **Hole #4** ends in the nest of a cockatrice (AC 6; HD 5; hp 23; #AT 1; D 1-6 + petrification; MV (30') fly (60'); Save F5; ML 7; AL N).

Reaching up into the holes with a hand will do nothing since the end of the hole cannot be reached. Poking a pole or spear up the holes will stir up the killer bees, break open the sack of gold pieces, burst the water-filled bladder, or knock down the cockatrice's nest (unless the party, in the DM's opinion, is extremely careful). The falling water and falling coins are harmless. The killer bees and the cockatrice will attack.

30. CHAPEL LIBRARY.

> As you are about to open the door, you hear a voice softly call: "Please be quiet. I can't stand loud noises!"

Charles Amber lives in the library. Charles (AC 9; M9; hp 18; #AT 1; D 1-4 + spells; MV (40'); Save M9; ML 8; AL C; S 9, I 16, W 10, D 10, C 7, Ch 11) is extremely sensitive to all sensations and cannot stand noises above a whisper, lighting brighter than shadows, any but the most bland tastes, normal smells, or to be touched by anything other than the sheerest silk clothing. He believes that he has gone mad, as have so many other Ambers, because he swears he can hear his dead sister crying out to him from her grave.

Charles is not insane. His sister is not dead and she really is calling on him to release her from her premature burial (see area **#25, Buried Alive!**). If the party rescued Madeline Amber, she will attack her brother as soon as she hears his voice (assuming she is still with the party, of course).

If the party ignored Madeline Amber (AC 9; F8; hp 36; #AT 1; D 1-8 +1; MV (40'); Save F8; ML 10; AL C) they will hear a distant cracking boom and shortly she will burst into the room. Her hair will be disheveled, her grave clothes tattered, her fingernails broken and her hands bloodied from the effort to dig herself out. Madeline has gone completely insane, and will first attack her brother and then anyone else nearby. She will attack as if a berserker (+2 to hit and damage) using the sword which was buried with her.

While Charles is over sensitive to sensations, he usually manages to overcome his handicap and fight normally. His spells are:

First level: darkness, hold portal, sleep
Second level: detect invisible, invisibility, phantasmal force
Third level: dispel magic, hold person, infravision
Fourth level: wall of ice, wizard eye
Fifth level: animate dead

Charles wears a **ring of spell turning** with 8 charges. The room also contains a wooden chest beneath an old tablecloth, which holds Madeline's old war **shield +1**, 10,000 cp and 5,000 gp.

31. VESTRY.

> You open the door and see a number of apparently empty clerical robes dancing a bizarre, repetitive dance around a circle painted on the floor in amber-colored paint.

The robes are empty robes that have been magically animated. The dance was once part of some obscure Amber family ritual. The meaning has long since been lost, but it amuses the Ambers to let the robes dance on.

32. SANCTUM SANCTORUM.

> A man dressed in richly gilded plate mail and amber-colored robes, wearing a cross of carved amber around his neck, kneels praying at a golden altar. As soon as the door opens he turns and asks in a polite voice, "May I help you?"

The man is Simon Amber (Simon D'Amberville) (AC 2; C14; hp 37; #AT 1; D 1-6 + spells; MV (40'); Save C14; ML 10; AL C; S 12, I 16, W 18, D 11, C 9, Ch 13) and he has no intention of helping the party. He is thoroughly corrupt and evil. Simon will not attack the party at first, but will wait until he gains some advantage, such as surprise or the party's trust, and then attack. He is cunning and sneaky. He prefers to catch the party off guard. He will smile falsely and act the part of a benefactor until he lulls the party's suspicions, then he will attack. Simon's spells are:

First level: cause light wounds x2, **detect magic, darkness, cause fear**
Second level: blight, know alignment, hold person, silence 15' r, snake charm
Third level: continual darkness, cause disease x2
Fourth level: cause serious wounds x2
Fifth level: insect plague, quest x2, **finger of death**

Simon has the following magic items: a potion of **control plants,** a **ring of protection +1,** a **broom of flying** and a **snake staff**. The altar is only gold plated, but is still worth 2,000 gp.

If Simon throws a **quest** spell on anyone the quest will be to find the tomb of Stephen Amber. Simon is a friend of Charles Amber, who **animates dead** so Simon can use them as the chapel's attendants.

33. CHOIR LOFT.

> Most of the choir loft is filled with statues whose mouths are gaping open. The statues do not have the Amber family resemblance. Along the south wall is the keyboard to an organ. You do not see any organ pipes.

The 88 statues are victims of the Amber family. The statues were once normal humans with singing ability. The Ambers turned the singers into stone and then magically animated the stone statues. When one of the keys on the keyboard is pressed down one of the statues will sing one note. The Ambers can thus play entire songs using the stone choir. Except for the choir and keyboard the room is empty.

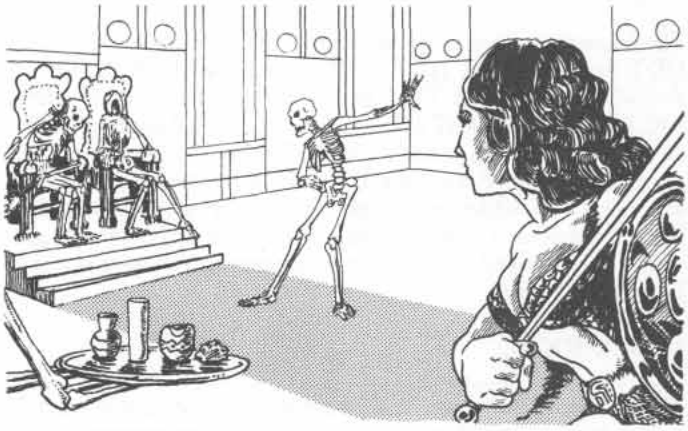
PART 5: EAST WING

34. THE THRONE ROOM.

> The walls of this room are covered with mosaics depicting courtly scenes. The floor is polished marble. Two thrones sit atop a raised dais. At the east end of the room a red velvet carpet runs from the double doors to the thrones. A skeletal figure sits on each throne. The skeletons are dressed in rotting velvet. One skeleton holds a jeweled mace. Twenty more skeletons stand on guard, ten each along the north and south walls. The skeletons wear rusted armor and carry halberds with rusted blades. Another dozen skeletons, wearing decayed court dress, stand in front of the thrones.

These skeletons are all that remains of Henry Amber's (Henri D'Amberville's) coronation. The skeletons' bones were fused by the devastation so that they stand in rigid poses, a courtier bowing, a lady leaning sideways to gossip, and so on.

The devastation resulted from the curse of Prince Stephen Amber. The prince was murdered by his brother Henry and Stephen's wife Princess Catherine (Catharine D'Amberville), or so they thought. When the culprits were sure that Prince Stephen was dead and were ready to usurp his rightful place with the help of the Princes of Glantri, they held this coronation; then the devastation struck.



Princess Catherine, a 13th level magic-user, was warned by a premonition seconds before the devastation struck. She managed to save herself by **magic jarring** into her throne. Since nothing survived the devastation, she has been stranded in the throne ever since. She will attempt to take possession of any one individual who enters the room (roll randomly to determine which character). Princess Catherine is both evil and hopelessly insane due to her disembodied ordeal.

There is only a 50% chance on the first round she takes possession of a body that the body can be effectively controlled, because she has been without a body for so long. Each round thereafter, the chance to control the body increases by 10% until either the body is under control or Catherine's soul is destroyed. Once a body is controlled, Catherine can use the body to cast the spells she knows and attack. Her spells are:

First level: detect magic, hold portal, light, read languages
Second level: detect invisible, ESP, knock, levitate
Third level: haste, hold person, infravision, invisibility 10' r
Fourth level: confusion, dimension door, polymorph others
Fifth level: animate dead, contact higher plane, hold monster
Sixth level: death spell, remove geas, invisible stalker

In a secret compartment in the back of her throne (protected by a poison needle trap) are Catherine's crown jewels; 7 matched pieces of jewelry worth of a total of 12,000 gp.

35. BALLROOM.

> The floor of this large room is wood parquet. The acoustics in this room are excellent. In the center of the north wall is a balcony. You notice several musical instruments lying on the balcony. Swinging from a large chandelier in the center of the room is a small, hairy, mishapen figure dressed in the clothing of a court jester. He holds the ends of three long chains. The chains are connected to iron collars around the necks of three white furred apes who are standing on the floor.

The figure in the jester's clothing is Little-Ape (Petit-Singe) who was court jester to Stephen Amber. The Amber family continually mocked Little-Ape because the man was small, permanently stooped, had overly long arms and was exceptionally hairy so that he did somewhat resemble a small ape. But, though his body was grotesque, Little-Ape was a man, and he concealed his pride and lust for vengeance. He bided his time, studying the magical books of the Amber family and watching their magical rituals until he mastered two spells: **polymorph other** and **charm monster**. Little-Ape used these spells for revenge against the three members of the Amber family who taunted him the most. Those three were polymorphed into white apes and then charmed to serve Little-Ape.

Little-Ape's revenge amused Stephen Amber, and he made the **polymorph** and **charm** spells permanent. Though many family members demanded Little-Ape's death, Stephen decided on another punishment. Little-Ape (AC 9: HD 1; hp 5; #AT 1; D 1-4; MV (40'); Save F1; ML 9; AL N) has been geased so that he will die if he leaves the ballroom. Stephen supplied the jester with several potions of **longevity** (only one remains) and a **bag of unending nourishment**, a magical item which provides enough food and water for four humans (or in this case, one human and three apes) once per day.

Little-Ape will only attack if for some reason he mistakes a party member for an Amber (for example, a party member wearing stolen Amber clothing). He will use his two spells before fighting with his dagger. Otherwise, the DM should roll Little-Ape's reaction to the party normally (using the system suggested in the D&D Basic game rules).

36. LIBRARY.

> This room is obviously a library. Its walls are lined with shelves filled with books and scrolls. There is someone sitting in a leather covered chair in the center of the room reading a book. Though the individual has the body of a human, his head is that of a large collie dog. Around his neck is a small amber whistle.

The individual is Claude Amber (Claude D'Amberville), (AC 3; F10; hp 56; #AT 1; D 1-8+2; MV (20'); Save F10; ML 10; AL L; S 16, I 18, W 10, D 14, C 13, Ch 15). He wears plate mail under his robes. Claude is an unusual member of the Amber family. Not only has he chosen to follow the teachings of Law, but he is continually trying to get the other family members to mend their ways. Claude is gentle, unless aroused by injustice. While he recognizes their faults, Claude is still faithful to the Amber family.

Claude is not likely to attack the party unless threatened by them. Before combat, he will blow the amber whistle. Claude is the leader of the lupins in room **#44, The bedroom**. They will come to his aid if he is attacked, just as he will come to their aid if they are attacked.

A careful search of the room will reveal that three of the scrolls are treasure items. Claude will allow the party to search the library only if they first pay a 5,000 gp deposit as payment should they discover any valuables (which, after all, belong to the Amber family).

Scroll #1 is a cursed scroll which turns the reader into a dog (save applicable).
Scroll #2 is a magic-user/elf scroll with five spells: **locate object, fireball, wall of ice, ice storm, wall of fire.**
Scroll #3 is a piece of parchment containing instructions on how to escape the gray mist.

The third scroll reads as follows:

To Those Who Would Be Free:

The secret that will break the curse surrounding Castle Amber and lift the gray mist is engraved on the inside lid of Stephen Amber's casket. To summon Prince Stephen's tomb from beyond space and time, four magical items are needed. The four items, **The Enchanted Sword of Sylaire, The Viper Circled Mirror, The Ring of Eibon,** and a potion of **time travel**, can all be found in Averoigne, our old homeland. Touch ring to viper's tail. Anoint the sword with the potion. Shatter the mirror with the sword, and Prince Stephen's tomb will appear.

Search first for the Gate of the Silver Keys.

(Scrawled on the bottom of the scroll in another handwriting are these notes:)

Sylaire — **The Enchanted Sword** — Sephora? Malachie?
Vyones — **The Viper Circled Mirror** — Gaspard du Nord
Perigon — **The Ring of Eibon** — Luc le Chaudronnier
Les Hiboux? Ximes? — potion of **time travel** — Azedarac? Jehan? Moriamis?

37. BEDROOM.

The room holds a single bed and typical bedroom furniture. The room appears to be empty.

Except for the bedroom furniture, the room is empty.

38. CARD ROOM.

The walls of this room are wood paneled. The floor is covered by a plush carpet. A number of card tables and wooden chairs are scattered around the room. Sitting behind a table in the middle of the room is a matronly woman dressed like a gypsy. On the table in front of her are 10 cards, face down. The cards are arranged in two rows of five cards each. As soon as the door opens, the woman says, "Welcome, come in, come in. The cards know all. The cards see all. Make yourselves comfortable. Who'll be the first to choose a card? Pick a card, any card."

The woman is Madam Camilla Amber (Mère Camille D'Amberville). She is not actually in the room. The image the party sees is the result of a **projected image** spell with a **wizard eye** spell so that Madam Camilla can see what is happening. If the image of the woman is touched, it will disappear. The image will also disappear after three turns when the spell duration ends.

The 10 cards all come from the tarot deck. All the cards are magical. One character can take only one card (if he or she so wishes), and the DM should roll 1d10 to determine the card chosen. The character will find it impossible to pick a second card. The cards retain their magical powers even if Madam Camilla disappears. They lose their magical ability after being chosen. The 10 cards, their descriptions, and their powers are

1) THE MOON (LA LUNE) —

Description: A man sits near a tree with a dog at his feet. He plays a lute and sings a song for a woman standing on a nearby balcony. A giant crayfish is slowly crawling up to the balcony toward the woman. High overhead, a crescent moon shines. This card, when chosen, was upside down.

Magical Power: The chooser temporarily goes insane (no saving throw). He or she will attack one party member at random, fighting with weapons or spells. The insanity will last one turn only.

2) THE KING OF WANDS (LE ROI DE BATON) —

Description: An elderly, bearded man sits on a throne. The man wears a crown and holds a scepter.

Magical Power: The chooser receives a gift of a magic wand/staff/rod chosen by the DM or at random.

3) THE QUEEN OF CUPS (LA REINE DES COUPES) —

Description: A queenly figure stands holding a cup in her right hand and a scepter in her left hand.

Magical Power: The chooser receives a magic cup which will grow warm when someone tells a lie to its holder. The cup has 2-5 charges.

4) THE FOOL (LE MÂT) —

Description: A young man dressed in the brightly colored clothing of a court jester pauses momentarily on the edge of a cliff. The man is smiling. He is not bothering to watch where he is going.

Magical Power: The chooser has a **feeblemind** spell cast on him or her.

5) THE PAGE OF COINS (LE VALET DES DENIERS) —

Description: A young man dressed in the clothing of a page holds up a large coin. This card is upside down when chosen.

Magical Power: All the coins the chooser is carrying suddenly disappear.

6) STRENGTH (LA FORCE) —

Description: A man holds back a lion using only his bare hands. At the man's feet lies a club.

Magical Power: The chooser has a **strength** spell cast on him or her.

7) THE WHEEL OF FORTUNE (LA ROUE DE FORTUNE) —

Description: A blind-folded woman turns a large wheel. On top of the wheel sit a man and a woman rejoicing at their good fortune. At the bottom of the wheel, a man falls off into a chasm.

Magical Power: Have the chooser roll 2d6. On a roll of 2-5 the character will be -2 on attacks and saving throws for the next 2-20 turns. On a roll of 6-8 nothing happens. On a roll of 9-12 the character will be +2 on attacks and saving throws for the next 2-20 turns.

8) DEATH (LA MORT) —

Description: A skeleton wielding a scythe stands on barren wasteland.

Magical Power: The chooser must save vs. Death Ray or die.

9) THE KNIGHT OF SWORDS (LE CHEVALIER DES ÉPÉES) —

Description: A man with a sword raised high rides a rearing horse. The man wears a plumed hat and a flowing red cape. This card is upside down when chosen.

Magical Power: The chooser receives a **cursed** +1 weapon appropriate to the character's class. Its user will always attack when sighting potential opponents and will continue to fight until the wielder or all enemies are dead. Spell casters can attack with spells or this weapon. Remember that its possessor will not voluntarily get rid of a cursed weapon and will use it in preference to other weapons.

10) THE JUGGLER (LE BATTELEUR) —

Description: A man in a wide-brimmed hat stands in front of various objects placed at random on a table. The man points a wand in his right hand toward the sky while pointing with his left hand toward the ground.

Magical Power: If the chooser is not a spell caster, he or she receives a **ring of spell storing** with 4 spells of the DM's choice stored in it (**ventriloquism, knock, fly** and **dimension door** are recommended). Otherwise nothing happens.

39. THE BLUE ROOM.

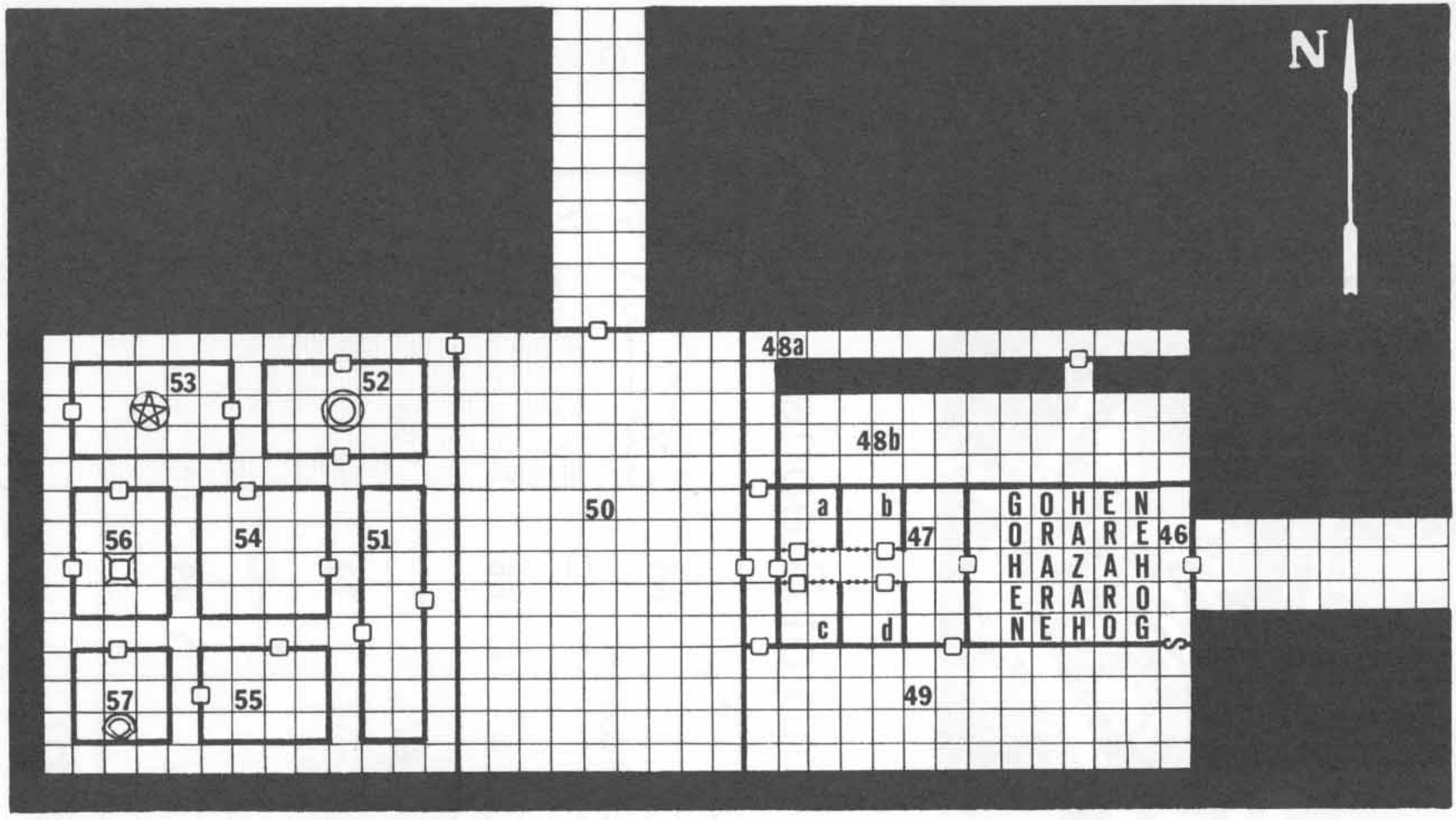
The walls and ceiling of this room are painted blue. The floor is covered with an azure colored carpet. The incense of cedar, saffron, and ambergris fills the room. The room contains miscellaneous furniture, all dyed blue. The room appears to be empty.

Except for the furniture, the room is empty.

40. THE WHITE ROOM.

A snow-white carpet covers the floor of this room. The walls and ceiling are ivory colored. You can smell the incense of jasmine, ginseng and mandrake root. The white colored furniture in the room is covered with a layer of frost. The temperature in the room is freezing. A giant, white, six-legged lizard stares at you.

The Dungeon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G O H E N
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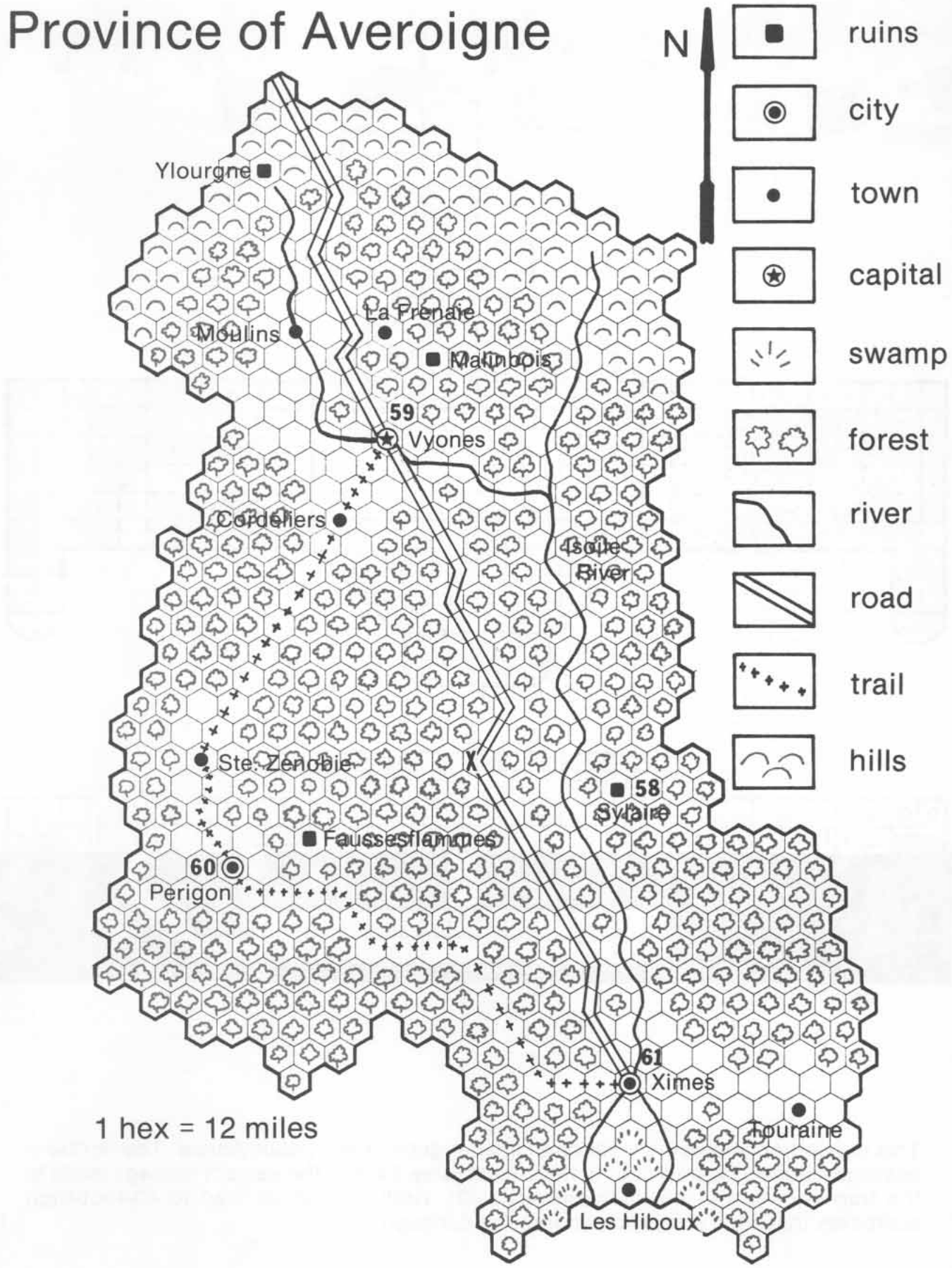
door
secret door
pit
pool
magical gate
pentagram
bars
1 square = 10 feet


Province of Averoigne
N
ruins
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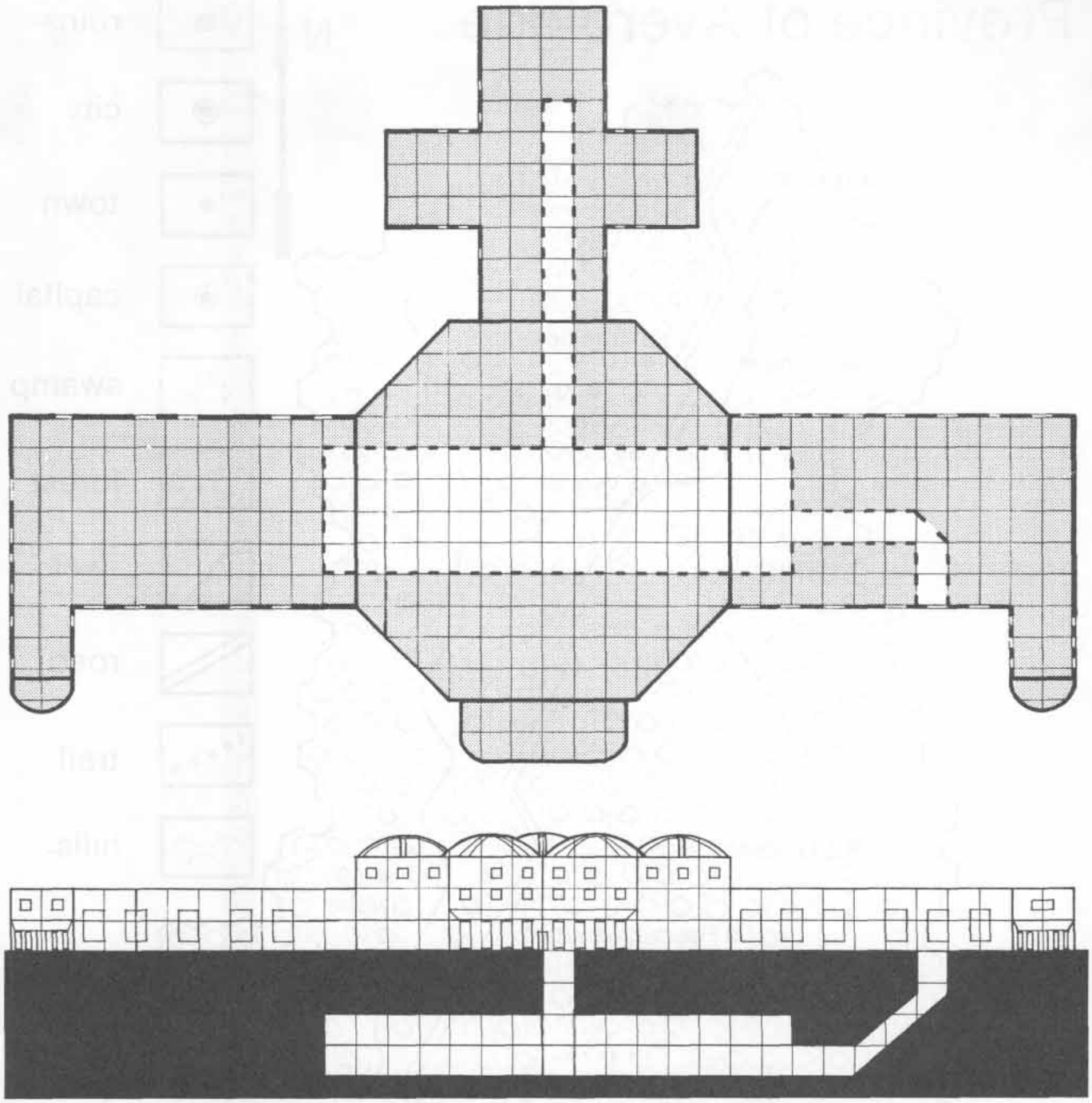
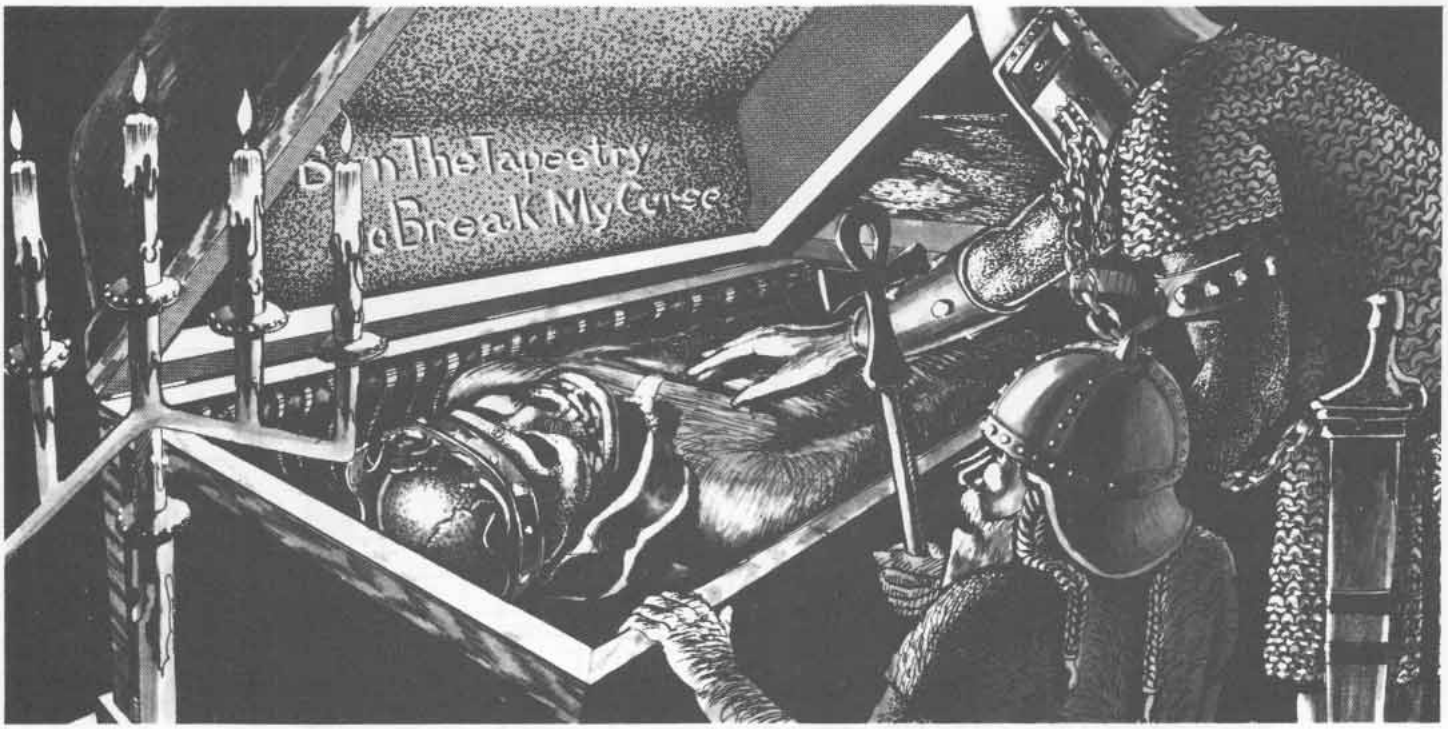
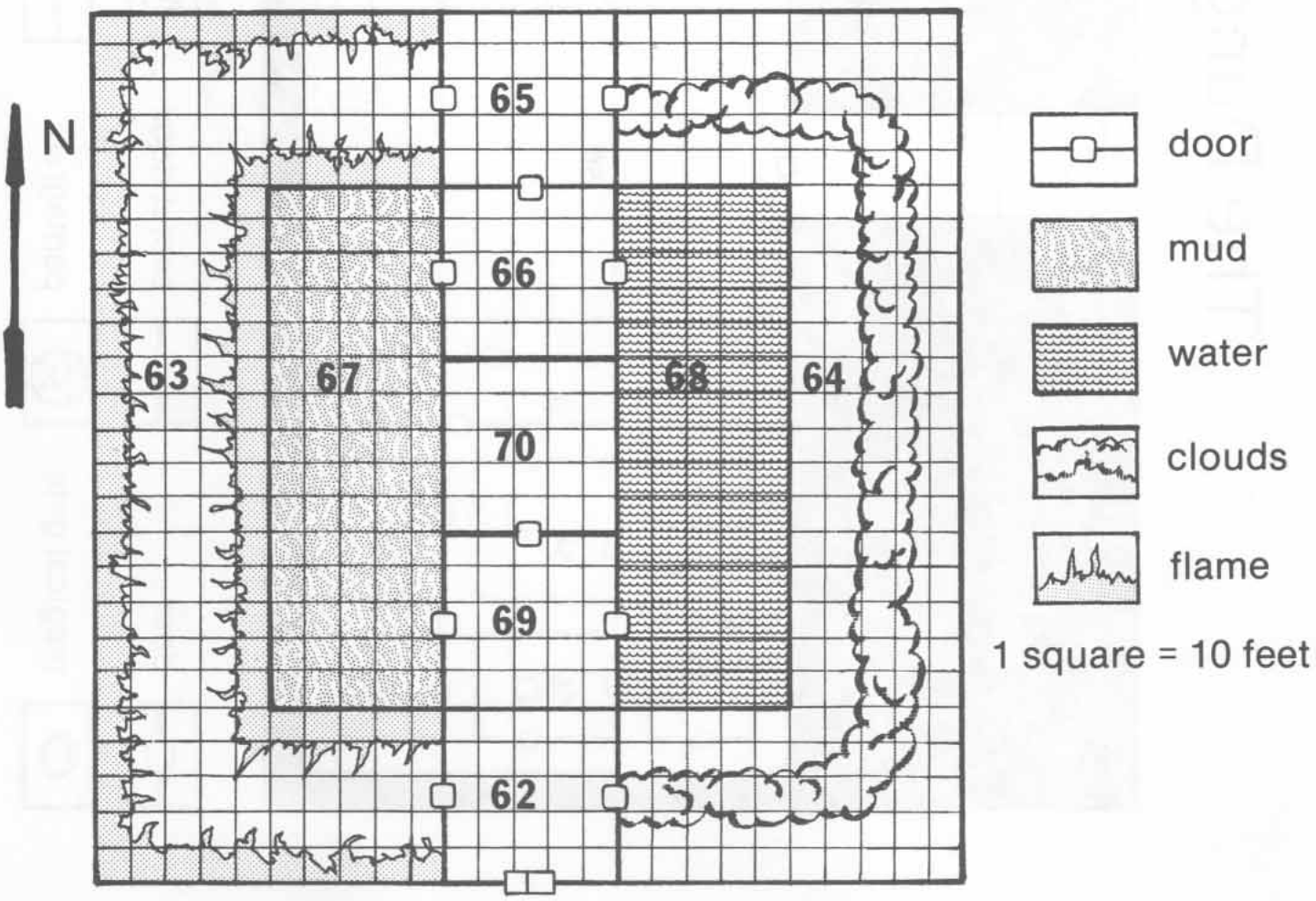
Moulins
La Frenaie
Malinbois
59
Vyones
Corderiers
Isolle River
Ste. Zenobie
58
Sybaire
Faussesflammes
60
Perigon
61
Ximes
Touraine
Les Hiboux
1 hex = 12 miles



This illustration shows the location of the dungeon under Castle Amber. The northern passage leads to the trap door in the chapel (area 24) and the eastern passage leads to the trap door in the Black Room (area 42). Both trap doors lead to 40-foot-high staircases that wind steeply down into the dungeon.



The Tomb of Stephen Amber



The lizard is a frost salamander* (AC 3; HD 12*; hp 50; #AT 5 + special; D 1-6 (×4)/2-12 + 1-8; MV (40'); Save F12; ML 9; AL C). Piled in a corner of the room, beneath a layer of snow, are 6,000 sp and 8,000 gp.

41. THE GREEN ROOM.

> The walls and ceiling of this room are painted green. An emerald-colored carpet covers the floor. The room is empty of furniture. The scent of sandlewood, roses and musk fills the room. A giant man stands in the center of the room. The giant's skin is pale green and his hair and long shaggy beard are dark green. He holds a two-handed sword. A normal sword is belted at his waist. He is dressed in leather clothing dyed green.

The man blocks the other doorway in the room. The green man will tell the party that the only way they can pass is if they cut his head off. He will offer them the use of his two-handed sword (the only weapon which can harm him). If a character takes the sword, attacks the green man and rolls an unmodified 16 or greater it will cut the giant's head off. In the meantime, the giant will attack the wielder of the two-handed sword, attacking as an 8 HD monster, doing 1-8+3 points of damage. The party can turn and leave, but they must fight the green man to use the other door. The green man is immune to all spells. He can only be struck and killed if his head is cut off with the two-handed sword, otherwise, he takes no damage from attacks. His two-handed sword will not hurt anyone but himself.

42. THE BLACK ROOM.

> Ebony paint covers the walls and ceiling of this room. A sable carpet covers the floor. The scent of henbane, assaofetida, and hellebore root fills the room. All the furniture in the room is lacquered black. The room appears to be empty.

A close inspection of the room will reveal that while the room is free of monsters and treasure, the carpet conceals a trap door in the northeast corner leading to an underground passage to room **46**, the **Magical Letter Squares** (in **Part 6, The Dungeon**).

43. THE RED ROOM.

> A blood-red carpet covers the floor. The walls and ceiling have been painted scarlet. The incense of sulpher, benzoin and euphorbium fills the room. The furniture in the room has been lacquered red. A large man stands in the center of the room. The man has scarlet skin and yellow hair. He wears reddish-gold armor. His shield shines like the sun.

This man is a member of the Brotherhood of the Sun (AC 0 ; HD 12; hp 54; #AT 1; D 1-8+3; MV (40'); Save F12; ML 9; AL L; for more information see **Part 9, New Monsters**). A leakproof, red-hot iron chest contains a molten pool of gold; when cool (solid) it is worth 5,000 gp.

The Sun Brother has taken service with Claude Amber in return for Claude's past help in slaying an evil efreeti.

44. BED ROOM.

> In this room are eight humanoids who have the heads of large dogs.

The canine-like humanoids are lupins (AC 6; HD 2; hp 9 each; #AT 1; D 1-8; MV (40'); Save F2; ML 9; AL L; for more information see **Part 9; New Monsters**). The lupins are led by Claude Amber (room **#36**) and will go to his aid if he calls for help. They are protecting a treasure chest which holds 7,000 gp, a **wand of fire balls** (6 charges) and a **displacer cloak**.

45. FOYER.

> This room is an antechamber leading outside. You notice that the gray mist still surrounds the castle. Inside the room are six 3' tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears.

The 3' tall humanoids are gremlins (AC 7; HD 1**; hp 5 each; #AT special; D special; MV (40'); Save E1; ML 12; AL C; for more information see **Part 9; New Monsters**). They are whimsical creatures with an evil sense of humor. As soon as the party opens the door the gremlins will attack by radiating their chaotic area of effect in a 20' radius. Anyone who does not save vs. Spells each round will find that everything is going wrong. This chaotic aura can cause mechanical devices to not work, belt buckles to pop open, or axe-heads to fall off, all at the whim of the gremlins. Any attacks on a gremlin that miss may hit the attacker; the DM should roll for hitting. Any spells cast at the gremlins will affect the caster, if a save vs. Spells is failed. Gremlin magic is more playful than deadly.

PART 6: THE DUNGEON

46. MAGICAL LETTER SQUARE.

> A large square grid has been painted on the floor in the middle of this room. The grid is five 10' × 10' squares long and wide, a total of 25 squares. A huge capital letter has been painted in the middle of each square. There is a door on the other side of the room, but to reach it you must step on several of the painted squares.

The grid is a magical "letter square." Notice that the letters on the grid spell out the same five names if read from right to left, left to right, top to bottom or bottom to top. Each five-letter name is the name of a magical spirit with special powers. The letter square can be used to invoke one of these powers or to invoke the basic magic of the letter square itself.

If a character walks on the letter square without spelling out one of the five names or stands on one of the letters that character will be affected by the power of the letter square — lunacy.

Lunacy: Any character affected by lunacy will act normally, except when the moon is full, new or in its first or last quarter. When the moon is full, the character will either become violent and attack others for no apparent reason or will just sit and stare rapturously at the moon and perhaps howl. When the moon is new or in its first or last quarters, the character will become depressed and paranoid, believing good friends are deadly enemies.

If a character walks across the letter square stepping on five of the letters in order to spell one of the five names of the spirits, the character will be affected by the power of that spirit. Each spirit's name can be invoked only once and then other characters may walk across the letter square to spell out the same name without being affected. The affects of each name are:

GOHEN: The character gains 1-3 points of wisdom (cannot be raised above 18).
ORARE: The character gains +2 on all saving throws.
HASAH: The character is struck blind.
ERARO: The character is transformed into a werewolf and should be run by the DM.
NEHOG: The character gains 1-3 points of charisma (cannot be raised above 18).

Note: All ill effects of the magical letter square can be removed with a **remove curse** spell.

47 a-d. CELLS.

You see four dungeon cells. The back and side walls of each cell are made of stone. The front wall is a grid of iron bars. In one cell you see a long-haired man holding a paint brush and a bucket of paint. He is huddled in the corner of the room, staring rapturously at a highly realistic painting of the moon on the back wall of his cell. In another cell you see a large man with the head of a bull. The other two cells appear to be empty.

The man with the paint brush is in cell **47b**. He is Gaston Amber (Gaston D'Amberville) (AC 9; M 9; hp 33; #AT 1; D 1-4 +1; MV (40'); Save M 9; ML 6; AL N; S 10, I 16, W 7, D 11, C 12, Ch 11) who was caught in the magical letter square. He is a lunatic who has forgotten all his spells. He fights with a dagger he has hidden in the bucket. Anyone who has become a lunatic as a result of the magical letter square will enter the cell and join Gaston. The door is unlocked.

Cell **47a** is not really empty. It contains an invisible stalker (AC 3; HD 8*; hp 36; #AT 1; D 4-16; MV (40'); Save F8; ML 12; AL N) that will attack anyone who enters the cell, surprising victims on a roll of 1-5 (d6). After the first round, the DM is advised to allow characters to fight it at -4 to hit.

The minotaur in cell **47c** is actually an illusion. Cell **47d** is empty.

48a. MORGUE.

This long corridor is very chilly, as if the temperature is being magically manipulated to remain cool. The north and south walls are lined with many rows of small doors. There are six rows of six 3' x 3' doors on each wall. Other than these features, the corridor is empty.

Upon investigation, the party will discover that there are small painted markings on five of the small doors. All the doors in the corridor open easily. The unmarked doors swing back to reveal a 3' x 3' niche extending back into the wall for 6'. The recessed space is empty. In the spaces behind the marked doors, however, are dead human bodies under sheets, one body behind each marked door. Each body is drained of blood and has had its brain neatly removed.

This room is a storage area for the victims of the brain collector in room **48b**. The brainless bodies are kept here until they can be disposed of or used for further research purposes.

48b. THE BRAIN COLLECTOR.

This room is equipped somewhat like an alchemist's laboratory, though most of the equipment looks unfamiliar. There are a number of knives, scissors and other surgical tools. A metal table stands in the middle of the room. On it is strapped a human male. Near the table stands a large, horrible, unearthly creature on six crab-like legs. It has a grotesque bloated body covered with an oily yellow-orange membrane, from which protrude masses of short tentacles, four yellow, bulging eyes and a repulsive tooth-filled mouth in the top. There are five large lumps on the upper part of its body, just above the baleful eyes.

This strange monster is a Neh-Thalggu, or brain collector (AC 2; HD 10*; hp 55; #AT 1 + spells; D 1-10 + spells; MV (60'); Save F10; ML 10; AL C; for more information see **Part 9, New Monsters**). At some point during Castle Amber's travels through time and space, the creature was able to cross through the dimensional barrier and take up residence within the castle. This room serves as its living quarters and laboratory. The man on the table is dead, his blood drained and his upper skull cut away. This creature collects brains by swallowing a removed brain; the brain then moves into a pocket in its head. It can collect up to 12 brains. If the brain collector is interrupted in the midst of collecting a brain it will furiously attack any intruders. The five lumps over its eyes show the presence of the brains it has already stolen. For each brain it collects the creature gains the ability to cast **one** magic-user spell of 1st-3rd level. The spells it can use are:

First Level: charm person, magic missile
Second Level: levitate, phantasmal force
Third Level: haste

In a corner of the room is the brain collector's junk bin. In it are the clothing, weapons and equipment of its victims. Most of the contents of the bin are worthless, but a thorough search will reveal seven 100 gp value gems in various pockets and pouches, 200 gp in coins, a **shield +1** and a **sword +2**.

49. MAGEN VATS.

This room contains a number of large metal vats and cauldrons, some of which contain irridescent, frothy liquids. Magical symbols are engraved on each vat and cauldron. There are many tables and shelves holding flasks and vials of various liquids, solids or powders. Standing in a silent row against the east wall are four human-like beings. All are naked, though two hold short swords. As the room is entered, the four beings rush to attack.

This room is a creation room for magen (see **Part 9, New Monsters**), having been magically consecrated for such a purpose and then stocked with the necessary materials and equipment. This is where the powerful wizards of the Amber family design and create various types of magen. The four human-like beings are themselves recently created magen, one of each type: a demos (AC 7; HD 3+2; hp 26; #AT 1; D short sword 1-6; MV (40'); Save F4; ML

12; AL N), a hypnos (AC 7; HD 2*; hp 12; #AT 1; D **charm person**; MV (40'); Save M2; ML 12; AL N), a caldron (AC 5; HD 4*; hp 20; #AT 1; D wraps victim with its arms and legs and secretes acid for 1-10; MV (40'); Save F4; ML 12; AL N), and a galvan (AC 3; HD 5*; hp 33; #AT 1; D **lightning bolt** for 3-18 or by weapon; MV (40'); Save F5; ML 12; AL N). They have been instructed to remain in the room as guards and to destroy interlopers.

It is quite impossible for the characters to make constructive use of any of the materials found in this room, as the complex magical formulae necessary at each step of the creation process are far beyond their collective knowledge. There is, however, a large iron safe stashed away under one of the tables. Inside are 5,000 gp worth of powdered gold and platinum in crystal vials, 2,000 gp worth of semi-precious stones, and a tiny, human-shaped figurine carved from gold-inlaid black onyx worth 800 gp.

50. ALCHEMISTRY LABORATORY.

This large room is outfitted as a complete alchemistry laboratory with long wooden tables and myriad wood shelves filled with strange flasks and glassware: alembics, calcinators, sublimators, athanors, retorts and distillation apparatus.

As soon as all the characters, or as many characters as possible, are in the room, all the doors close magically and lock (as per a **wizard lock** spell). Spikes will not hold a door open nor will party members trying to hold the door open succeed. Only a **knock** spell will open the door (unless the party can figure out some reasonable alternative such as transmuting the stone door to mud). Once all the doors are shut, concealed vents will open and begin to fill the room with a black powdery cloud which moves as though it is alive. There are 20 vents spaced evenly throughout the room. Every round a character breathes in the fumes or comes into direct contact with the powdery cloud, the character must save vs. Spells or fall asleep. There is no place in the room to avoid the black dust. Amber family) will put to sleep those who breathe its fumes. It will The black powdery cloud is black lotus dust. The black lotus is a rare, highly poisonous and highly magical plant. Its fumes can bring death or ecstasy, depending on how the black lotus dust is prepared. This particular alchemical preparation (a secret of the

cause exceptionally vivid dreams (or nightmares) and has the magical property of possibly making those dreams (or nightmares) come true.

The DM can make up any dream he or she wishes, giving the character an equal chance for a good dream, a neutral dream or a nightmare. A DM also can use some or all of the suggested dream outlines given below. The more detail the DM can invent, the more interesting each dream becomes. Remember that dreams need not be logical.

No matter what type of dream the individual has, the dream will become real if the individual fails to save vs. Spells a second time. The other characters will, of course, see only the end result of the dream. All the characters will awake at approximately the same time.

Dream Suggestions:

1) A dream that a winged god (or goddess) visits the character and decides to give the character the gift of flight. The character sprouts wings and soars among the clouds. The character will wake up with real wings if the save is not made.

2) A dream that the character was captured by strange lizard folk, then put on display in an open cage in some unknown city. Fortunately a passing magic-user took pity on the character and teleported him or her safely back to where the dream began.

3) A dream that the character saved the life of an important courtier in Glantri. The courtier befriended the character and successfully plotted in the character's behalf. The character has been made an honorary Lord or Lady in Glantri (no lands or money go with the title, but the character does win the right to act like a Lord or Lady).

4) A dream of endlessly running down hill away from a boulder which is rolling at the character. Fortunately the character wakes just before it crushes him or her.

5) A dream of a strange land called Averoigne (see **Part 7**). The character will disappear from the room and will be out of play, but will awake in the clearing on the far side of the Gate of the Silver Keys at just about the same time that the party actually arrives and opens the Gate.

6) A dream of suddenly being attacked while walking down some unknown dungeon corridor, by one monster rolled at random from the Wandering Monster Table for levels 4-5 in the D&D Expert rules. Conduct the fight normally.

7) A dream about a glorious, heroic quest filled with dangers that the character successfully defeats. The character gains 1 experience level immediately (with the minimum number of experience points) if the dream comes true.

8) A dream that all the plantlife in the world suddenly gains demonic intelligence and plans to take over the world. The character is the only person who knows the truth. Fortunately he or she discovers an ancient artifact which, when destroyed, returns the plants to normal. Unfortunately no one will believe the PC's story. (100 experience points anyway if the dream comes true.)

9) A dream that one wandering monster, rolled randomly from the Wandering Monster Table for levels 6-7, suddenly breaks into a room where the character is alone. Conduct the fight normally. If the character is victorious and the dream comes true, the character receives the experience points plus one magical item rolled at random.

10) A dream of a long terrible fall which ends in a worse crash (and death, if the dream is real).

51. LAIR OF THE GREAT WORM.

You see a huge mound of treasure 10' high by 10' wide by 40' long lying in the middle of the room. A great portion of the treasure appears to be copper and silver pieces.

The mound of treasure is actually a slime worm (AC 5; HD 10; hp 64; #AT 1; D 2-12; MV (20'); Save F5; ML 9; AL N; for more details see **Part 9, New Monsters**). This creature secretes a sticky slime that coats its back, so that coins, jewels, shields and other items of treasure stick to it when the worm rolls over the treasure. The slime does not affect attacks. This particular slime worm is so old that its back is completely covered with treasure. The monster will wait until the party begins to search the "pile of treasure" before attacking.

The slime worm will swallow its prey whole on an unmodified "to hit" roll of 18 or better. Prey that has been swallowed will take 2-12

points of damager per round until rescued.

The treasure consists of 50,000 cp, 10,000 sp, 3,000 gp and miscellaneous bits of non-magical armor and weapons.

52. BOBBING FOR A KEY.

> In the center of this otherwise bare room is a 10 foot deep sunken pit filled with liquid. A thin glass sphere floats in the middle of the pit. Inside the sphere can be seen a large silver key.

The liquid is an acid and anyone falling into the pit must save vs. Death Ray or die. The acid will burn for 1-8 points of damage if someone puts their hand in it. The thin glass sphere will shatter unless it is delicately handled. If the key falls into the acid, the key will be ruined. This silver key is worth 500 gp and can be used to open the silver gate to Averoigne (see **57**).

53. THE DEMON OF DEATH.

> A pentagram surrounded by a circle has been painted in white paint on the floor in the middle of this room. An amber colored candle burns at each point of the pentagram. A hunting horn of amber hangs from a peg on one wall. There is movement in the darkness in the center of the pentagram and you see standing there a 10' tall humanoid covered with a dull gray scaly skin. Its gaunt body is hairless. Ivory fangs protrude from its mouth and its fingers end in metallic talons. Its eyes glow like smoldering coals and two huge bat-like wings grow out of its back.

The creature inside the pentagram is a death demon (AC 4; HD 7**; hp 32; #AT 3; D 1-4/1-4 + paralysis and 2-8 + poison; MV (30') fly (60'); Save F7; ML 10; AL C; for more details see **Part 9, New Monsters**). Anyone struck by the creature's adamantine claws must save vs. Paralysis or be paralyzed for 2-8 turns; those bitten must save vs. Poison at -2 or die.

The death demon will promise anything if the party agrees to release it. All the party needs to do is break the magic circle by throwing dirt on it, covering it with a cloak or so on. If the death demon is freed it will immediately attack the party, as death demons have no sense of gratitude but only the insatiable desire to destroy. The magic circle prevents the death demon from attacking. The horn on the wall, when blown, has the power to force any demon to return to its own plane of existence. It has only two charges remaining.

54. STORAGE ROOM.

> The room is filled with dusty shelves. The shelves appear to be empty. There does not appear to be anything else in the room.

Most of the shelves are empty, but at the back of one of the top shelves is a dusty, cobweb-covered roll of parchment. This parchment is the same as scroll #3 found in room **36, The Library** —titled "To Those Who Would Be Free".

55. KENNELS.

> This room is outfitted as a dog kennel. There are four doghouses here and you see four reddish-brown hounds, each the size of a pony.

The hounds are hellhounds (AC 4; HD 4*; hp 18 each; #AT 1; D 1-6 or breathe fire for 4-24; MV (40'); Save F4; ML 9; AL C). They will not attack if any of the characters are dressed in the clothes of a member of the Amber family.

Inside one doghouse are four gems worth 100 gp, 100 gp, 500 gp and 1,000 gp.

56. ENTRANCE TO THE LAND OF THE GHOULS.

> In the middle of the room is a 10' wide pit. The pit is guarded by six hideous, beast-like humans.

The humans are ghouls (AC 6; HD 2*; #AT 3; D 1-3 each + paralyzation; MV (30'); Save F2; ML 9; AL C). They are guarding a pit which leads to an underground labyrinth. This labyrinth eventually leads to the land of the ghouls. While the land of the ghouls plays no part in the adventure as written in this module, the DM can create an underground labyrinth and ghoul kingdom to supplement the adventure, if he or she so desires. At the bottom of the pit (70' deep) is a treasure chest containing 3,000 gp and a **spear +3**.

57. THE GATE OF THE SILVER KEYS.

> Set into the south wall is a 10' x 10' silver gate with three large keyholes. In front of the gate is a giant lion made of amber.

The giant lion is an amber golem (AC 6; HD 10**; hp 47; #AT 3; D 2-12/2-12/2-20; MV (60'); Save F5; ML 12; AL N) which will attack as soon as the party opens the door. If the amber golem is killed, it will fall apart into pieces of amber. The amber is worth 5,000 gp. Inside the amber golem is a scroll. The scroll is the same as scroll #3 in room **36, The Library** — titled "To Those Who Would Be Free".

The silver gate leads to Averoigne (and eventually to the Tomb of Stephen Amber). It requires at least three silver keys to open the silver gate. All the silver keys found in Castle Amber are interchangeable, but three must be turned simultaneously for the gate to open. (The DM may wish to modify the number of keys necessary to open the silver gate if the party is not doing well, since it is essential that the party open the gate and continue the adventure in Averoigne.)

On the far side of the silver gate is a clearing beside a road in the midst of a dense forest. The gate works one way only. It will take party members to Averoigne, but will not return them to Castle Amber. Individuals in the clearing cannot see the gate, and the spot where it would stand is normal forest.

PART 7: AVEROIGNE

Averoigne is a province in a parellel world similar to medieval France. In this particular parallel world, magic is considered to be an evil pagan practice. Clerics do not cast spells, and spell casters in general are viewed with suspicion. While the ecclesiastical laws are not rigidly enforced, spell casters are subject to arrest and trial by the Inquisition (with subsequent execution left to the civil authorities). As long as the party uses its spells to occasionally aid the citizens of Averoigne without actively harming them, party members are not likely to be arrested.

Averoigne is based on 11 short stories written by Clark Ashton Smith. Most of the stories originally appeared in **Weird Tales** in the 1930's. CASiana Literary Enterprises, Inc., has graciously given its permission to base this section of the adventure upon the Clark Ashton Smith Averoigne stories (for a complete listing of the stories, consult the bibliography at the end of Part 7).

The wilderness map represents the Province of Averoigne. The area surrounding Averoigne province is not detailed and can be any type of terrain the DM wishes.

The encounters in this part of the module are left sketchy since most take place in cities and would require more detail and space than is available in this module. The DM should flesh out each adventure as he or she desires, designing NPCs, town streets and other details as necessary. When exploring the wilderness off the main roads, the party is more likely to encounter normal animals, such as wolves, bears, panthers, hawks, snakes and so on, rather than monsters. A bibliography of the stories of Averoigne is given at the back of this module, so DMs may find inspiration for fleshing out these adventures if it is desired.

The capital and major city of Averoigne is Vyones. Vyones is a walled city that houses a cathedral and the Archbishop of Vyones (the political and clerical leader of the province). Outside Vyones' walls is a large cemetery. The fertile plains around Vyones host numerous towns, hamlets, and taverns. The second largest city of Averoigne is Ximes. Ximes has smaller walls than Vyones, and the Bishop of Ximes lives here. The only other city in Averoigne is Périgon. Périgon is unwalled and houses an abbey.

The largest villages in Averoigne are Touraine, Les Hiboux, Sainte (Ste) Zénobie, Cordeliers, Moulins, and La Frenaie. La Frenaie is also the name of a castle-chateau. Sylaire, Fausseflammes, Malinbois, and Ylourgne are ruined chateaux.

Averoigne is noted mainly for Averoigne Forest which fills three quarters of the province. The river Isoile runs from Ylourgne to the swamps around Les Hiboux. There are three main areas of cleared farmland in Averoigne around the three cities. The well-watered area around Vyones is the most fertile and houses the largest population. A road runs from Vyones to Ximes; a dirt track leads from Ximes to Périgon and from Périgon to Vyones.

The culture of Averoigne is similar to that of France during the High Middle Ages (c. A.D. 1100 - 1350). The original Averoigne stories cover a number of different time periods but for purposes of simplicity and playability all the Averoigne stories are considered to occur roughly within the same era. Fausseflammes and Sylaire are gateways to earlier times. The Tomb of Stephen Amber cannot be found in Averoigne as it is constantly traveling through space, time and the varied planes of existence.

Wandering Monsters

Averoigne uses a special Wandering Monster Table. Check three times per day (morning, noon, and night) for wandering monsters. Encounters will occur on a roll of 1 or 2 on 1d6.

Averoigne Wandering Monster Encounter Table

Die Roll	Monster	Number	Statistics
1	Gérard de L'Automne†	1	AC 2; F7; hp 39; #AT 1; D 1-8+2; MV 60′ (20′); Save F7; ML 9; AL L.
2	Gilles Grenier†	1	AC 9; M6; hp 15; #AT 1; D 1-4 + spells; MV 120′ (40′); Save M6; ML 8; AL N.
3	Jehan Mauvaissoir†	1	AC 4; T14; hp 46; #AT 1; D 1-8+1; MV 90′ (30′); Save T14; ML 10; AL C.
4	Lycanthrope, Werewolf	2-8	AC 5; HD 4*; hp 18 each; #AT 1; D 2-8; MV 180′ (60′); Save F4; ML 8; AL C.
5	Moriamis†	1	AC 9; M11; hp 25; #AT 1; D 1-4 + spells; MV 120′ (40′); Save M11; ML 9; AL N.
6	Pagans	3-30	AC 6; HD 1; hp 5 each; #AT 1; D 1-6; MV 90′ (30′); Save F1; ML 8; AL N.
7	Phantoms	1-4	AC 9; HD 6; hp 28 each; #AT 1; D 1-4 or special; MV 120′ (40′) fly 240′ (80′); Save F3; ML 12; AL C.
8	Shadow	1-12	AC 7; HD 2+2*; hp 11 each; #AT 1; D 1-4 + special; MV 90′ (30′); Save F2; ML 12; AL C.

†*See descriptions below.*

Gérard de l'Automne — Abilities: S 17, I 9, W 14, D 16, C 13, Ch 15. Gérard is a professional troubadour. He travels from one chateau to another singing his poetry to the local lords and ladies. He is also skilled at fighting and is able to handle most dangerous situations. He carries a rapier and a hornbeam staff sharpened to a point at one end (an excellent weapon vs. vampires). He also wears chain mail and carries a shield. Gérard is courteous and well-mannered. He is quite likely to travel with the party, at least until they reach a village, town or chateau.

Gilles Grenier — Abilities: S 10, I 16, W 7, D 11, C 12, Ch 10. Gilles is a sorceror who specializes in mixing potions, particularly love potions. He does not usually practice black magic, but neither does he go out of his way to avoid black magic. Gilles murdered his wife Sabine in a fit of passion, and now the ingredients he uses to make his potions are cursed. He is able to make up any of the more common potions for a suitable price. However, there is a 50% chance that a potion he sells will have harmful effects, either the reverse of what is expected or it will be poison. His spells are:

First level: detect magic, read languages
Second level: detect invisible, locate object
Third level: hold person, lightning bolt

Jehan Mauvaissoir — Abilities: S 16, I 13, W 17, D 18, C 14, Ch 15. Jehan is the retainer and associate of Azedarc, a black magician who cheated his way into becoming the Bishop of Ximes. Jehan Mauvaissoir is a thief and assassin. He is cunning, treacherous and completely without morals. Jehan will stop at nothing to protect Azedarc's secret. He will deny all knowledge of potions of **time travel**, but probably will try to slip the potion into the party's wine to be rid of them. If party members drink some of the potion they will be sent into the past and must visit Moriamis to return.

Jehan prefers trickery to violence, and guile to fighting. He also uses the names of Sieur des Emaux and Melchire. Jehan and Azedarc can travel back and forth in time. Both are actually centuries old, though they do not appear aged. Jehan has the thieving abilities of a 14th level thief. He wears leather armor and uses a short sword and dagger.

Moriamis — Abilities: S 12, I 16, W 18, D 15, C 13, Ch 17. Moriamis is a sorceress who was born in Averoigne before the inquisition. Her spells avoid the taint of black magic since no such distinction was made during her lifetime. She should be handled by the DM as a normal magic-user. She stole Azedarc's

secret of time travel and can brew a potion of **time travel** if needed. Moriamis is the mortal enemy of Azedarc and Jehan. She is quite likely to befriend the party and give them a potion of **time travel** for some favor. Her spells are:

First level: charm person, detect magic, protection from evil, read magic
Second level: detect evil, ESP, phantasmal force
Third level: dispel magic, fly, infravision
Fourth level: charm monster, remove curse, wizard eye
Fifth level: contact higher plane, hold monster
Sixth level: reincarnation

X. ENTRANCE TO AVEROIGNE

The party enters Averoigne through the Gate of the Silver Keys, emerging onto the map at this point. Any characters who dreamed of meeting the party in Averoigne and disappeared will appear here as the party arrives. This is a clearing alongside the road to Vyones and Ximes. Exploring will reveal that just around a bend in the road to the north is the Inn of Bonne Joissance, where the party may rest free of danger.

It is important at this point that the party understand what they are searching for. The instructions on the scrolls — "To Those Who Would Be Free" — for breaking the curse on Castle Amber are engraved on the inside of the lid of Stephen Amber's casket. However, Stephen Amber's Tomb travels in time and space and thus must first be summoned. To summon the tomb the party must find four special magic items somewhere in the land of Averoigne. These items are

1) **The Enchanted Sword of Sylaire**
2) **The Viper-Circled Mirror**
3) **The Ring of Eibon**
4) A potion of **time travel**

The scrolls indicate that the sword can be found in the ruins of Sylaire. The mirror may be found in Vyones. The ring is currently in Périgon. A potion of **time travel** may be found in several places, but Ximes is the most likely. The sword is owned by Sephora, the mirror by Gaspard du Nord, the ring by Luc le Chaudronnier, and the potions by Azedarc, Jehan Mauvaissoir, and Moriamis.

The DM should make sure that the party possesses the instructions on scroll #3 — "To Those Who Would Be Free" — at this point, even if the scroll has to miraculously appear.

The DM should allow the Inn of Bonne Jouissance to be reasonably crowded. After the initial distrust of strangers fades, the local inhabitants will be quite willing to gossip. The following information can be gained by a liberal expenditure of money to buy drinks:

1) Vyones, Périgon and Ximes are the three major cities of Averoigne.
2) The Inn of Bonne Jouissance lies on the road to Vyones and Ximes: Vyones is to the north and Ximes is to the south.
3) Sylaire is a ruined chateau with an evil reputation about 30 miles to the east of the inn, across the river Isoile.
4) Les Hiboux is a village in the swamps somewhere south of Ximes.
5) Azedarc is the Bishop of Ximes. Opinion seems equally divided as to whether the man is a black magician masquerading as a bishop or a saintly, maligned man.

None of the other names on the list are known to the local inhabitants of the inn. As the party travels around Averoigne, the DM may wish to give out further useful information when it is reasonable and necessary to do so.

58. THE ENCHANTED SWORD OF SYLAIRE.

The chances of the party getting lost searching for Sylaire are good. However, the DM should not let the party remain lost for too long before they stumble on Sylaire by accident.

The area around Sylaire is brown, open moor studded with druidic stone pillars. Sylaire is both the name of the ruined castle and the name of an enchanted land. The path into this enchanted land leads through a stone arch. Beyond the arch the trees are larger and greener than those in Averoigne. Even the seasons seem different, as the sun shines longer and winter seems very far away. In this enchanted land only one high, round tower stands where the mighty castle of Sylaire once stood.

The tower is the home of Sephora, chatelaine of Sylaire and a magic-user (AC 9; M14; hp 30; #AT 1 + spells; D 1-4 + special; MV 120' (40'); Save M14; ML 10; AL N). Sephora is very beautiful, with thick, curly chestnut hair bound with silver filigree. Her spells are

First level: charm person, detect magic, hold portal, sleep
Second level: ESP, mirror image, phantasmal force, wizard lock
Third level: clairvoyance, dispel magic, hold person, lightning bolt
Fourth level: growth of plants, hallucinatory terrain, massmorph, polymorph others
Fifth level: conjure elemental, contact higher plane, magic jar
Sixth level: control weather, flesh to stone, reincarnation

In addition to her spells, Sephora has the power to charm any male who sees her, if he fails to save vs. Spells. If she is attacked, the charmed males will fight to protect her. The DM may wish to give her two male guards already.

It should be made clear to the party that if they are rash enough to attack Sephora, they will probably all die. Sephora's initial reaction to the party will be beneficial, since no one enters Sylaire without her willing it. Sephora has a mission for the party. She knows of their need for the Enchanted Sword of Sylaire and will trade the sword in return for the party's aid. A werewolf is stalking Sylaire and Sephora could use help in slaying the creature. She will warn the party that the werewolf, in human form, is a powerful magic-user.

The werewolf (AC 5; HD 4*; hp 24; #AT 1; D 2-8; MV 180' (60'); Save M10; ML 8; AL C) is Malachie du Marias, who is also a high level magic-user (AC 9; M10; hp 24; #AT 1; D 1-4 + spells; MV 120' (40'); Save M10; ML 8; AL C). When encountered, there is a 50% chance Malachie will be in werewolf form and a 50% chance he will be in human form. In werewolf form he will attack with his bite, using hit and run tactics if the party is too powerful. In human form he will cast spells. Given a chance to prepare a strategy, Malachie will assume human form and cast his spells and then change to a werewolf and attack. His spells are

First level: darkness, magic missile, shield
Second level: detect invisible, phantasmal force, web
Third level: dispel magic, haste, protection from normal missiles
Fourth level: dimension door, polymorph others, wizard eye
Fifth level: animate dead, transmute rock to mud

To find Malachie the party must search the ruins and the forest around Sylaire, avoiding the pitfalls and creatures that lair there. The DM should create whatever challenges he or she desires. If Malachie is encountered at night he will have a pack of 2-5 wolves running with him (AC 7; HD 2+2; hp 11 each; #AT 1; D 1-6; MV 180' (60'); Save F1; ML8; AL N).

The Enchanted Sword of Sylaire is a **sword +3, +5 vs.undead.** Its purpose is to slay undead and it will automatically kill any undead it hits on an unmodified score of 18 or better. It also can **detect evil** and **detect invisible** and gives the user the ability to **fly** (as per the spell) for up to three turns three times per day. Sephora will also give the party a scroll with a **fly** spell on it when they succeed in destroying the werewolf.

59. THE VIPER-CIRCLED MIRROR.

The Viper-Circled Mirror is a round mirror with a frame that looks like a bronze viper eating its tail. The mirror is owned by Gaspard du Nord (AC 9; M7; hp 25; #AT 1; D 1-4 + spells; MV 120' (40'); Save M7; ML 8; AL N). Gaspard is a neutral magician who lives in Vyones.

When the party arrives at Vyones they will find the town in an uproar. Most of the citizens will be crowded into the square listening to the Archbishop of Vyones. The archbishop is describing a calamity about to befall the town. The evil black magician, Nathaire, whom the citizens drove out of Vyones, has begun his revenge. Nathaire specialized in necromancy — magic involving the dead. He has taken great numbers of bodies and created a golem-like colossus. The colossus towers one hundred feet tall. It uses an entire tree for a club. Only magical weapons can harm it.

The citizens of Vyones have no magical weapons. Their only defences are the city walls which the colossus will quickly batter down. Vyones is on the verge of panic.

A citizen dressed in green and brown robes steps up to the podium and asks for silence. He tells the crowd that he thinks he knows a way that the colossus can be defeated. The man is Gaspard du Nord. Before he saw the error of his ways, he was one of Nathaire's pupils. Gaspard no longer practices magic, since it is a forbidden art. But he does remember the formula to a black powder which, when blown into the face of the colossus, will return it to its natural state, a dead body.

Gaspard is willing to mix up a batch of the magic powder. He himself is not a warrior, so a group of adventurous volunteers is still needed to travel north to Ylourgne, where Nathaire is animating the colossus, and use the powder to stop the creature.

Gaspard is willing to give to the party his most prized possession, the Viper-Circled Mirror, if they succeed in destroying the colossus. The Vyones City Council will add a 10,000 gp reward if the mission is successful.

If the party tries to steal the mirror, they will first find it impossible to separate Gaspard from the crowd of citizens. Secondly, Gaspard does not have the mirror with him, nor is it in his quarters (he has buried it in a secret place). The citizens of Vyones will not take kindly to any attack on Gaspard. Hundreds of armed citizens will arrest the party. They will be given a choice — beheading, or volunteering to destroy the colossus. If forced into the mission, the party will still receive the mirror from Gaspard upon completion of the task, but forfeits the 10,000 gp reward.

If the party volunteers for the mission, they will meet Nathaire and the colossus in the forest north of Vyones. Since the colossus shakes the ground as it walks, the party will have plenty of advance warning. They will be able to set an ambush and attack with surprise.

If the party is forced to fight the colossus instead of volunteering, they will meet the colossus right outside the walls of Vyones. Hundreds of bowmen line the walls to make sure the party tries to perform the task. The party will not be able to attack with surprise.

The DM should make sure that the party has a fair chance to defeat the colossus. If they have not already journied to Sylaire, the DM might wish to have Gaspard hint that Sylaire holds a weapon useful against the colossus. The DM should then make sure that the colossus does not attack until the party returns from Sylaire.

If the colossus should somehow prove unbeatable, the party should still receive the mirror as long as they made a reasonably valiant attempt to defeat the colossus. The colossus will ravage Vyones until nightfall, then move away to some other part of Averoigne. Gaspard will be among the survivors and will give the party the mirror as a reward for trying their best, even though they were defeated.

The colossus (AC 8; HD 100*; hp 350; #AT 1; D 10-80; MV 240' (80'); Save F14; ML 12; AL C) is controlled by Nathaire who has **magic jarred** into the titanic body. His own body rides in a basket strapped to the back of the colossus. The colossus attacks as a 21+ HD monster.

Gaspard will make enough powder to allow five separate attempts at hurling it in the face of the colossus. The powder must be hurled from 10' or closer into the colossus' face to work. If the party does not have the means of flying, it is still possible to hurl the powder from the top of the tallest building in Vyones (the cathedral) when the colossus comes within 10' of the tower. A successful attack with the powder will destroy the motivating force behind the colossus. It will crash to the ground, crushing Nathaire and his pupils. Attacks to hit with the powder while flying are normal. Attacks from the cathedral roof are at -4 to hit.

60. THE RING OF EIBON.

The Ring of Eibon is an heirloom belonging to Luc le Chaudronnier, a white magician. Luc lives in the city of Périgon. The city is currently being terrorized by a mysterious attacker known as the Beast of Averoigne. The Beast stalks its prey by night, killing both animals and men. The only portion of the kill which the Beast devours is the marrow inside the bones.

Just before the party arrives at Périgon, a blazing red comet will

appear in the sky. The comet will hover over Averoigne, lighting up the night sky with its scarlet fires. The Beast and the comet appear at the same time.

The party will be unable to find Luc le Chaudronnier until late at night. Luc is hunting the Beast of Averoigne, hoping to exorcise the foul murderer using the Ring of Eibon. The party will be able to track Luc to a clearing outside the Abbey of Périgon, where Luc and a number of men-at-arms tried to stop the Beast and were unsuccessful.

The party arrives just in time to see a snaky figure climb the wall of the Abbey and a serpent-like tail disappear through the topmost window of the tallest tower in the abbey. Luc and the guardsmen lie on the ground outside the tower. Several guardsmen are dead; Luc is wounded but will recover. The Beast has stolen the Ring of Eibon. After the Beast stole the ring, Luc saw the Beast climb up the abbey tower wall and enter through the topmost window.

The window is that of the cell belonging to Théophile, the Abbot of Périgon. When the party enters the Abbey and climbs the bell tower stairs to the room all they will find is Theophile dressed in a black-cowled robe. He is unharmed. He saw nothing out of the ordinary. He claims that he was asleep until a few minutes ago when he was awakened by noises outside his window.

The abbot begins pacing as he talks. Most of the room is lit by torch lights. However, one section of the room is lit by the blood-red light from the comet shining in through the window. During his pacing, the abbot will finally walk into the red light and stop. He is overcome by an immediate transformation. The abbot Théophile becomes the Beast of Averoigne.

It is difficult to see the exact form of the Beast since it is surrounded by a swirling, shadowy red mist. Inside the blood-red mist, a black semi-serpentine form can barely be distinguished. The serpentine beast has a large flat snakish head with sharp serrated teeth, arms and a serpent's tail instead of legs. Its arms end in ebony talons. On one finger is the Ring of Eibon. The ring is only visible when Théophile is in Beast form.

The Beast of Averoigne (AC 0; HD 14*; hp 63; #AT 3; D 1-10/ 1- 10/3-18; MV 150' (50'); Save F 14; ML 12; AL C) will attack on sight. The transformation is instantaneous. The Beast attacks with two claws and a bite. It can only be hit by magic weapons.

If the Beast is killed, it will change back to the form of Théophile. The citizens of Périgon, while secretly believing that poor Théophile was indeed cursed into becoming the Beast, will publicly deny it. They will ask the party to leave Périgon and not come back.The party may take the ring with them.

61. POTION OF TIME TRAVEL.

Several individuals in Averoigne own potions of **time travel**. Two of them, Jehan Mauvaissoir and Moriamis, might be encountered by chance. If so, the DM should give the party a fair chance of obtaining a potion of **time travel**. Moriamis, in particular, will be willing to help the party as long as the risk to herself is minimal.

If the party does not obtain a potion of **time travel** as a result of a chance encounter, they will have to journey to Ximes to see Azedarc. (The **Les Hiboux** clue on the scroll is a false clue, and if they attempt to follow it they will wander through the swamp confronting the creatures that live there before discovering that no one knows about a potion of **time travel**).

Azedarc, the Bishop of Ximes, is an evil magician (AC 9; M14; hp 40; #AT 1; D 1-4 + spells; MV 120' (40'); Save M14; ML 9; AL C), a fact he will go to any length to keep secret. His spells are

First level: darkness, read languages, read magic, ventriloquism
Second level: detect evil, ESP, phantasmal force, wizard lock
Third level: clairvoyance, dispel magic, lightning bolt, protection from evil, 10' r
Fourth level: confusion, polymorph others, remove curse, wizard eye
Fifth level: conjure elemental, feeblemind, magic jar
Sixth level: control weather, geas, projected image

The DM should make sure the party realizes that magic is considered evil in Averoigne, before they meet Azedarc.

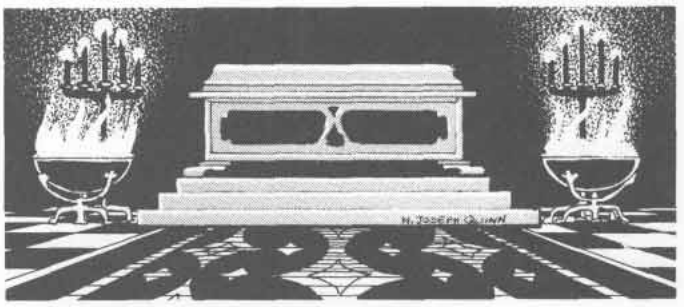
The DM should use discretion when judging the confrontation between the party and Azedarc. If the party accuses Azedarc of being a magician in front of other witnesses, Azedarc will have to defend his position in the community. He is likely to accuse the party itself of witchcraft and order the city guard to arrest them. On the other hand, if they secretly confront Azedarc, he would probably be willing to trade a potion of **time travel** for another magic item or items of at least equal value.

Two factors are particularly important in the confrontation between Azedarc and the party:

1) The confrontation should be secret;
2) The party should take some sort of precaution against treachery on Azedarc's part.

If the party does both of the above, the DM should allow them to trade for a potion of **time travel**.

The DM should note that this encounter, like many other city encounters, calls for intelligent play rather than mindless fighting. City streets are not dungeon corridors and if the party breaks the law they will have to pay the consequences.



PART 8: THE TOMB OF STEPHEN AMBER

The party should now possess the **Enchanted Sword of Sylaire**, the **Viper-Circled Mirror**, the **Ring of Eibon** and a potion of **time travel**. If they do not, they can go no further and will be trapped in Averoigne. The DM should give the party every conceivable chance to obtain the four magic items. Once these items are in their possession the characters may summon the Tomb of Stephen Amber.

When the Ring of Eibon is touched to the viper's tail on the mirror frame, the serpent wil uncoil enough for the ring to slide over the tail. The ring will then slowly move up the viper's body until it circles the head like a collar. The viper's tail will once again be gripped in the viper's mouth.

When the **Enchanted Sword of Sylaire** is anointed with the potion of **time travel**, the blade will glow bright gold. As soon as the blade comes into contact with the mirror, the party will hear a high pitched humming. The mirror, ring and sword will then shatter

into thousands of shards.

The amber haze will once more surround and heal the party. The world of Averoigne will fade out and the party will find itself on a seemingly endless plain. In front of them is a massive, square, 50' tall tomb made of amber colored marble. Carved over the entrance is the name "Stephen Amber."

On the door is painted the Amber family crest; A black shield with a gold phoenix (Sable, a phoenix Or). An amber crown is painted above the crest.

62. FIRST GUARDIAN.

> Lying in the middle of this room, atop a pile of silver coins and gems, is a huge winged lizard. The gigantic lizard is covered with metallic blue scales. It appears to be asleep.

The sleeping blue dragon (AC 0; HD 9**; hp 41; #AT 3; D 2-7/2-7/3-30 + breath; MV (30') fly (80'); Save F9; ML 9; AL N) is the first guardian of Stephen's tomb. Its lightning breath strikes in the shape of a line 100' long by 5' wide. The dragon does not talk or use spells. If the dragon wakes, it will fight to prevent the party opening the west or east doors. The dragon's treasure is 86,000 sp and 59 gems worth a total of 5,900 gp.

63. FIRE.

> Flames leap and crackle off the walls and ceiling of this long corridor. It looks like it is possible to walk down the corridor without getting burned as long as one stays in the center of the hallway where the heat is least.

A flame salamander (AC 2; HD 8*; hp 36; #AT 3; D 1-4/1-4/1-8 + special; MV (40'); Save F8; ML 8; AL N) waits to attack the party around the last corner of the room. Everyone coming within 20' of the flame salamander will automatically take 1-8 points of fire damage per round. Everyone coming within 20' of a wall or ceiling also will automatically take 1-8 points of fire damage per round. The ceiling is 50' high.

64. AIR.

> You open the door and look down to find that the ground is thousands of feet below you. A solid-looking cloud trail, 10' wide, forms a path down the center of the hallway.

The cloud-path will easily support the weight of the party although they will fall if they step off the path. The walls of this hallway, though invisible, continue all the way to the ground as invisible force fields so that even flying individuals cannot leave this hallway except through one of the doors. Around the far corner of the hall a wyvern (AC 3; HD 7*; hp 32; #AT 2; D 2-16/1-6 + poison; MV (30') fly (80'); Save F4; ML 9; AL C) waits to attack the party. There is a 99% chance that any individual falling to the ground will be killed by the fall (roll % dice, a roll of 00 indicates survival with 1-4 hit points left).

65. SECOND GUARDIAN.

> A 14' tall humanoid with gray rock-like skin stands in front of the inner door. The humanoid holds a large stalactite as a club. A large treasure chest sits behind him.

The humanoid guardian is a stone giant (AC 4; HD 9; hp 48; #AT 1; D 3-18; MV (40'); Save F9; ML 9; AL N). It will fight to prevent the party from opening the inner door. The chest is locked but not trapped. It contains 5,000 gp, a neutral **sword +1, +2 vs. spell users** (8 intelligence, 8 ego, **detects invisible** and **detects traps**), a **cursed scroll** (turns victim into a living fly trapped in a piece of amber), a potion of **clairaudience** and a potion of **invisibility.**

66. THIRD GUARDIAN.

> A creature with the face of a man, the body of a lion, the wings of a giant bat and a tail ridged with spikes guards the room.

The third guardian is a manticore (AC 4; HD 6+1; hp 28; #AT 3 or spikes; D 1-4/1-4/2-8/ 6 x 1-6; MV (40') fly (60'); Save F6; ML 9; AL C). It will fight to keep the party from opening the east or west door. Inside the room, hidden by an **invisibility** spell, are 3,000 gp.

67. EARTH.

> The floor of this room is sunken and filled with mud.

The mud-filled floor is 10' deep. Hidden beneath the surface of the mud is a Mud Golem (AC 9; HD 8*; hp 36; #AT 1; D 2-12 + smothering; MV (30'); Save F8; ML 12; AL N). The mud golem can be hit only with magical weapons. The mud golem will rise to the surface of the mud to attack when the party passes. Characters fighting in the mud will do so at -2 to hit.

68. WATER.

> This long room has a sunken floor filled with water to the bottom edge of the door.

The water is 40' deep and salty. A great white shark (AC 4; HD 8; hp 36; #AT 1; D 2-20; MV (60'); Save F4; ML 7; AL N) lies in wait for the party. It will attack anyone who tries to move past it in the water.

69. FOURTH GUARDIAN.

> A large creature with a dragon-like body and five snake-like heads guards this room.

The final guardian is a five-headed hydra (AC 5; HD 5; hp 23; #AT 5; D 1-10 each; MV (40'); Save F5; ML 9; AL N). It will fight to prevent the party opening the door to room **70, Stephen's Crypt.**

70. STEPHEN'S CRYPT.

> In the center of this room is an ornate mahogany casket. The casket rests on a raised dais. A silver candelabra and an iron brazier stand at the head and feet of the casket. The candelabra holds burning amber candles, and perfumed smoke rises from the brazier. A large tapestry covers all the wall space, depicting the assassination of Stephen Amber.

Carved into the inside lid of the casket are the words "Burn the tapestry to break my curse". A skeleton wearing a crown of gold lies inside the casket. Nothing will happen until the tapestry is burned.

If the party burns the tapestry, a man dressed in rich velvet robes and wearing a golden crown and other fine jewelry will suddenly appear, stepping out of the smoke and ashes. He stretches and says, "Thanks, I've been trapped in there for ages." The tomb disappears and the party is back outside Castle Amber. The gray

mist has disappeared and the party can see the river they had been following at the start. They are back in their world. The castle was frozen in time as a result of Stephen's curse. Now that the curse is broken, the lost ages catch up with the castle in minutes. The walls grow pitted and crumble into ruins. Tapestries molder into dust. The inhabitants of Castle Amber age rapidly and die, ending as mummified skeletons. The only things left intact in the ruins are the party members, the treasure they won and Stephen Amber.

Stephen is a 25th level magic-user (AC 9; M25' hp 79; #AT 1 + Spells; D 1-4; MV (40'); Save M25; ML 11; AL N). Details for higher levels are given in the D&D® Companion Set, but the details are not necessary for the DM to run Stephen Amber as an NPC. For purposes of simplicity, the DM should allow Stephen to cast any magic-user spell in the D&D Expert rulebook. Stephen is grateful for his release and will not fight the party unless he is attacked (in which case he will teleport away). If the party does not attack Stephen, he will reward each of his rescuers with a piece of antique jewelry worth 3,000-18,000 gp each and a magic item rolled at random appropriate to the individual's class. The magic item will not be cursed; if a cursed item is rolled continue rolling until an appropriate item is rolled. If the DM feels the item rolled is too powerful, he or she may select another.

Stephen also has a **ring of 4 wishes**. He will use the ring to bring back to life up to four characters (even if the character was disintegrated, jellified, etc.). If more than four characters have died during the course of the adventure, he will pick four at random to bring back to life. Characters returned to life only receive experience points for the adventure up until the point where they died. If no characters have died, Stephen will not use the ring nor reveal its power.

Once Stephen has rewarded the players, he will thank them again, speak some arcane words and, with grand gestures, disappear in a billow of smoke.

PART 9: NEW MONSTERS

Amber Lotus Flowers

Armor Class:	9	No. Appearing:	0 (3-18)
Hit Dice:	½	Save As:	Normal Man
Movement:	0	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	special	Alignment:	Neutral

Amber lotus flowers look like golden water lilies the size of sunflowers. When a creature approaches within 10' the blossoms open and spray a 40' x 40' cloud of pollen. Any individual within the affected area must save vs. Spells or fall asleep for 4-16 turns. The flowers can spray a fresh burst of pollen every 3-12 rounds. Amber lotus flowers are often found acting in concert with other deadly plants such as vampire roses and killer trees.

Amoeba, Giant

Armor Class:	9	No. Appearing:	1
Hit Dice:	10-15	Save As:	Fighter 7
Movement:	30' (10')	Morale:	10
Attacks:	1	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

Giant amoeba are 30' wide single celled animals. Except for the 1' wide gray nucleus, an amoeba is translucent. If the nucleus is hidden or disguised, the amoeba will be practically invisible and able to attack with surprise. Giant amoeba attack by first enveloping victims, then secreting an acid to digest them.

Aranea

Armor Class:	7	No. Appearing	1-3 (1-6)
Hit Dice:	3**	Save As:	Magic-user 3
Move:	60' (20')	Morale:	7
	Web 120' (40')	Treasure Type:	D
Attacks:	1 bite	Alignment:	Chaotic
Damage:	1-6 + poison		

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user and they spend most of their time in magic research.

For use of aranea in wilderness adventures see **Dungeon Module X1: The Isle of Dread.**

Brain Collector

Armor Class:	2	No. Appearing:	1 (1)
Hit Dice:	10*	Save As:	Fighter 10
Move:	180' (60')	Morale:	10
Attacks:	1 bite + spells	Treasure Type:	C
Damage:	1-10 + spells	Alignment:	Chaotic

Brain collectors, or Neh-Thalggu in their own language, are a race of other-dimensional creatures who are only occasionally able to cross the barriers separating their universe from this one. Only near sources of great magical energy, such as Castle Amber, where the fabric of time and space is twisted, can they find small gateways here. They do not think like any creature known, but seem for some purpose to be driven to collect brains.

Brain collectors are truly hideous, with bloated, yellow-orange, oily, amorphous bodies from which sprout dozens of short writhing tentacles. They move about on six crab-like legs. Four large, yellow, bulging eyes and a tooth-filled maw are set in its bulbous head. They attack by biting with their mouth or casting spells.

These creatures slay characters and then carefully cut away the top of the head with surgical tools to expose the brain. They remove the brain and swallow it. The brain then moves into one of several pockets within the brain collector's own head where the brain may be utilized. Each brain forms a distinctive lump in the head of the monster. For each brain the creature collects it gains the ability to use one magic-user spell of 1st to 3rd level once per day. The DM should determine each new spell randomly. Once a brain collector reaches this universe, it begins to work hard to acquire as many brains in as short a time as possible. A brain collector can collect up to a maximum of 12 brains.

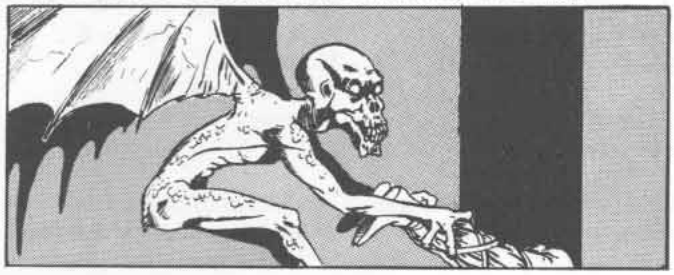
Death Demon

Armor Class:	4	No. Appearing:	1-4
Hit Dice:	7**	Save As:	Fighter 7
Move:	90' (30')	Morale:	10
	Fly 180' (60')	Treasure Type:	E
Attacks:	3	Alignment:	Chaotic
Damage:	1-4/1-4/2-8 + special		

Death demons, also known as Ostegos, appear as 10' tall gaunt, hairless humanoids with gray scaly skin. Ivory fangs protrude from their mouths and their fingers are tipped with adamantine talons. Their eyes glow like smoldering coals and two huge bat-like wings grow out of their back.

Death demons attack with their claws and fangs. Any creature struck by its claw must save vs. Paralysis or be paralyzed for 2-8 turns. Any creature bitten by a death demon must save vs. Poison at -2 or die.

Death demons also have **infravision**, 60' range, and the abilities to **teleport** with no error and cause **darkness, 10' radius**.



Golem, Mud

Armor Class:	9	No. Appearing:	1 (1)
Hit Dice:	8*	Save As:	Fighter 8
Move:	90' (30')	Morale:	12
Attacks:	1 hug	Treasure Type:	Nil
Damage:	2-12 + smothering	Alignment:	Neutral

A mud golem is a humanoid monster magically created from mud. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in mud or quicksand indefinitely, and rise to the surface when it wishes. Mud golems hug their victims with both arms, trying to smother the victim in its body. If a mud golem hits, it will automatically cause 2-12 points of smothering damage each round thereafter. Like other golems, mud golems can be hit only by magical weapons. They are immune to **sleep, charm** and **hold** spells, as well as all forms of gases.

Grab Grass

Armor Class:	9	No. Appearing:	not applicable
Hit Dice:	1 per 5' square	Save As:	Normal Man
Movement:	0	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	special	Alignment:	Neutral

Grab grass looks like ordinary tall grass (3-5' tall). Grab grass is animated and will attempt to hold any individual that moves into or through it. There is a 5% chance each round that anyone with a strength of 12 or less can break free of the grab grass. For every point of strength greater than 12 the chance increases by 5% (an individual with 16 strength, for example, would have a 25% chance each round to break free). The grab grass patch has one hit die for every 5' square area (thus 5' square are destroyed for every 8 hit points of damage done to the grab grass).

Gremlin

Armor Class:	7	No. Appearing:	1-6 (1-6)
Hit Dice:	1**	Save As:	Elf 1
Move:	120' (40')	Morale:	12
Attacks:	special	Treasure Type:	Nil
Damage:	special	Alignment:	Chaotic

Gremlins are 3' tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears. They are whimsical and have an evil sense of humor. Gremlins can radiate a chaotic aura with a 20' radius. Inside the area of effect, "If anything can go wrong in a given situation, it probably will." Characters must successfully save vs. Spells each round to avoid the effect of the gremlins.

Gremlins have no attack other than their chaotic aura. However, any creature which attacks a gremlin and misses must roll a second attack against himself or herself. Any character casting a spell within the chaotic aura must roll a save vs. Spells. If successful, the spell affects the gremlins; if unsuccessful, the spell affects the caster.

Gremlin magic usually affects mechanical devices before non-mechanical devices. A crossbow might break in half, belt buckles might pop-open, ax-heads might fall off their shaft, etc. The exact effects of gremlin magic depend on the situation and the DM's imagination. In general, the magic is not deadly but is playfully malignant.

Killer Trees

Armor Class:	5	No. Appearing:	0 (2-12)
Hit Dice:	6	Save As:	Fighter 3
Movement:	0	Morale:	12
Attacks:	4 limbs/ 1 mouth	Treasure Type:	Nil
		Alignment:	Neutral
Damage:	0 each/ 3-18		

Killer trees look like large trees. They can resemble any tree species. Killer trees are part animal, part vegetable. They need both sunlight and meat to survive. Some of the limbs of the killer trees are actually tentacles. These tentacles can reach out 20' and grab victims. The victims are then dragged to the mouth of the killer tree which is disguised as a large tree-bole. Each limb has 1 HD and a successful attack on a limb doing 5 or more points of damage will sever it. One attack can sever only one limb. If the victim does not cut his or her way free, the victim will be dragged to the tree mouth on the round after the limb hit successfully, and take an automatic 3-18 points of damage per round thereafter.

Lupin

Armor Class:	6	No. Appearing:	2-12 (5-40)
Hit Dice:	2	Save As:	Fighter 2
Movement:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	C
Damage:	1-8	Alignment:	Lawful

Lupins are dog-like humanoids. They have fur-covered human-like bodies with canine heads. They hate werewolves and will attack them on sight (knowing a werewolf even in its human form). Lupins have a tribal society with hereditary rulers. Lupins are often allied with humans. In battle, lupins sometimes ride trained dire wolves, attacking with a mounted lance charge.

Magen

	Hypnos	*Demos*	*Caldron*	*Galvan*
Armor Class:	7	7 or armor type	5	3
Hit Dice:	2*	3 +2	4*	5*
Move:	120' (40')	120' (40')	120' (40')	120' (40')
Attacks:	1	1 weapon	1 special	1 or lightning bolt
Damage:	Charm	1-8 or by weapon	1-10	by weapon or 3-18
No. Appearing:	1 (0)	2-12 (0)	1-4 (0)	1-3 (0)
Save As:	Magic-User 2	Fighter 4	Fighter 4	Fighter 5
Morale:	12	12	12	12
Treasure Type:	U	C	V	C
Alignment:	Neutral	Neutral	Neutral	Neutral

Magen ("Gens Magica" or "magical people") are beings created with complex conjurations and strict alchemical formulae by high level magic-users. They will follow the commands of their creator to the death. Though magen resemble perfectly formed humans, they are not actually living beings. They exist purely through magic, and do not need air, water, food or sleep. They do not age. When killed, their physical bodies dissolve in a burst of flame and smoke. There are four basic types of magen given here, though the DM may wish to design more. There are no outwardly visible differences in the four types until they reveal their special powers.

Hypnos. Hypnos magen are telepathic and have been given a permanent **charm person** spell by their creator. They can attempt to **charm** one victim per round. If the victim does not save vs. Spells he or she will obey the hypnos magen's telepathic commands. The victim will not obey suicidal commands. Once an individual has successfully saved he or she is immune to the **charm** power of that particular magen.

Demos. Demos magen have no special powers and fight with weapons. If they wear armor, they will have the armor class of that armor; otherwise, their armor class is 7.

Caldron. Caldron magen have the ability to stretch their arms and legs up to 20'. They attempt to wrap their limbs around a victim and, if successful, secrete an acid which does 1-10 points of damage. The victim will continue to take damage each round unless freed.

Galvan. Galvan magen have the ability to store static electricity which they discharge as lightning bolts doing 3-18 points of damage. The lightning bolt forms a line 60' long by 5' wide. A successful save vs. Dragon Breath reduces damage by half. Galvan magen can discharge up to three lightning bolts per day. They will also use weapons.

The procedure for creating a magen varies according to the type desired, as the special properties of some magen require extra work on the part of the magic-user. In general, a large expenditure of time and money (for the costly and/or magical ingredients) is necessary to create even one or two magen. Also many high-level spells, scrolls and wishes must be used during the preparations. Even so, there is always a good chance that the incantations will fail.

Pagan

Armor Class:	6	No. Appearing:	0 (3-30)
Hit Dice:	1	Save As:	Fighter 1
Movement:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	A
Damage:	1-6	Alignment:	Neutral

Pagans worship the gods and goddesses of nature. They follow the teachings of certain druids, clerics of nature gods. Pagans practice seasonal sacrifices which they believe help maintain the cycles of the year. They sometimes practice human sacrifice. Characters captured in battles with pagans probably will be used as human sacrifices. Pagans generally form tribal societies.

Pagans will be encountered in Averoigne on the edge of the wilderness. They hold their ceremonies in isolated forest glades and grottos. Pagans will not be encountered in cities, towns, or villages.

Phantoms*

Armor Class:	9	No. Appearing:	1-3 (1-4)
Hit Dice:	6*	Save As:	Fighter 6
Move:	120' (40')	Morale:	6
	Fly 240' (80')	Treasure Type:	C
Attack:	1	Alignment:	Chaotic
Damage:	1-4 + special		

Phantoms are magical beings. They appear to be solid, but their bodies are made of mist which they can form into any shape which is human-size or smaller. They use this ability to lure creatures to their doom by leading them into dangerous areas. They can appear as a fellow adventurer, a limping dog, or whatever the DM can imagine. Phantoms can fly and, because they are made of mist, they can walk on water or quicksand as if it were solid ground and call for aid. Any character trying to aid the warrior will discover the seemingly solid ground is actually quicksand.

Magical attacks upon a phantom will do full damage, while other attacks will do only half damage. Phantoms can turn **invisible** at will, and once per day can cast the following spells: **confusion, hallucinatory terrain** and **phantasmal force**. These creatures are very cowardly and if their deception is discovered they will turn invisible and attempt to flee. If forced to fight they will attack causing 1-4 points of damage with each blow.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 +1-8 sabre-tooths)
Hit Dice:	2 + 1		
Move:	90' (30')	Save As:	Fighter 2
Attacks:	2 claws/1bite	Morale:	9
Damage:	1-4 each	Treasure Type:	M (special)
		Alignment:	Neutral

The rakasta are a race of nomadic, cat-like humanoids. They walk upright, much like humans, but are covered with soft, tawny fur and have feline heads. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special claws, the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring instead to use their "natural" weapons, the war claws.

For information on using rakasta in wilderness adventures see **Dungeon Module X 1: The Isle of Dread.**

Slime Worm

Armor Class:	5	No. Appearing:	1
Hit Dice:	10	Save As:	Fighter 5
Movement:	60' (20')	Morale:	9
Attacks:	1 bite	Treasure Type:	D
Damage:	2-12	Alignment:	Neutral

Slime worms are giant-sized worms that secrete a sticky substance that coats their backs. They roll in treasure hordes so that their backs are covered with coins, jewels, weapons, armor, etc. The slime does not affect attacks. There is a chance (a roll of 1-5 on 1d6) that a slime worm will be indistinguishable from a large pile of treasure. Slime worms attack with surprise whenever possible. They swallow their prey whole on an unmodified to hit roll of 18 or more. Swallowed prey will take 2-12 points of damage per round until dead or free (similar to a purple worm).

Sun Brother

Armor Class:	0	No. Appearing:	1 (1)
Hit Dice:	10*- 14*	Save As:	Fighter 10-14
Move:	120' (40')	Morale:	9 (12)
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1-8 (+3)	Alignment:	Lawful

Sun brothers are members of the Brotherhood of the Sun, mortal enemies of efreet. Sun brothers belong to a race of 7' tall humanoids with crimson skin and bright yellow hair called Sollux, related to efreet but lawful in nature. The Brotherhood of the Sun is distinguished by wearing red-gold armor and carrying blazing sun shields (treat as a **light** spell). All Sollux are immune to **dispel illusions** and to **detect invisible**. They are unaffected by normal fire and magical fire attacks suffer -1 to hit and damage.

The sun brothers vary in hit dice from 10 to 14. They have a morale of 9 normally and a morale of 12 when fighting efreeti.

Vampire Roses

Armor Class:	7	No. Appearing:	1-8
Hit Dice:	4	Save As:	Fighter 2
Movement:	30' (10')	Morale:	12
Attacks:	1 thorn + blood drain	Treasure Type:	Nil
		Alignment:	Chaotic
Damage:	1-8		

Vampire roses look like normal white rose bushes. They can, however, uproot themselves to move about slowly. Each 4 HD worth of vampire roses represents a single rose bush. The thorny stalks of vampire roses can whip around a victim, inflicting 1-8 points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose will drain 1-8 points of blood per round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream; the victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white.

Pronunciation Guide

A French pronunciation guide is given here for DMs who would like to use the foreign pronunciations to add an air of mystery to the module. Each word is broken down into syllables of sound-alike letter combinations. Vowels with a "-" over them are long vowels, while those with no markings are pronounced short. Thus the word "pronunciation" would be pronounced "pro.nun.sē.ā.shun".

In some cases English translations for the French word are given. Those translations given in quotations are English equivalents, but should not be translated because they are proper names.

André-David — (An.drā-Da.vēd), Andrew David
Averoigne — (Av.ur.wan.ye)
Le Batteleur — (Ba.tel.yeur), The Juggler
Bonne Jouissance — (Bun Jeu.ē.sawns)
Catherine — (Kot.rēn), Catherine
Charles — (Sharl), Charles
Le Château — (Shaw.tō), castle or manor
Le Chevalier des Épées — (Shu.val.yā Dā.zā.pā), The Knight of Swords
Claude — (Klōd), Claude
Couer de Lion — (Kur de Lē.yōn), Lion-Hearted
D'Amberville — (Dam.bur.vēl), Amber
du, de la, d', or des — (deu, de la, d or dā), of
Étienne — (Ā.tē.yen), Stephen
Fausseflammes — (Fōs.flam)
La Force — (La Fors), Strength
La Frenaie — (Fru.nā), "Grove of Ash"
Gaspard du Nord — (Gas.par deu Nor), "Gaspard of the North"
Gaston — (Gas.tun), Gaston
Gérard de l'Automne — (Ja.rar de Lo.tum), "Gerard of Autumn"
Guillaume — (Gē.yōm), William
Henri — (Awn.rē), Henry
Les Hiboux — (Ē.bou), "Owls"
Isabelle — (Ē.za.bel), Isabel
Isidore — (Ē.zē.dor), Isidora
Isoile — (Ē.zwal)
Janette — (Jaw.net), Janet
Jean-Louis — (Jawn Lū.ē), John Louis
le, la, l' or les — (le, la, l' or lā), the
Luc le Chaudronnier — (Lūk le Shō.drawn,yā), "Luke the Cauldron"
Magdalène — (Mog.da.len), Madeline
Malachie du Marais — (Mal.a.kī deu Maw.rā) "Malachi of the Swamp"
Malinbois — (Mal.in.bwa), "Evil Woods"
Marie-Hélène — (Ma.rē Ā.len), Mary Helen
Le Mât — (Ma), The Fool
La Mort — (Mor), Death
Mère Camille — (Mer Ka.mē.ye), Madam Camilla
Nathaire — (Na.tair)
Périgon — (Pair.ē.gon)
Petit-Singe — (Pe.tē Sanj), Little Ape
Prince — (Prans), Prince
La Reine des Coupes — (Ren dā Keu.pā), Queen of Cups
Richard — (Rē.shar), Richard
Le Roi des Batons — (Rwa dā Ba.ton), King of Wands
La Roue de la Fortune — (Reu de la For.teun), The Wheel of Fortune
Sainte Zénobie — (Sant Zān.ō.bē), Saint Zenobia
Simon — (Sē.mōn), Simon
Sylaire — (Sē.lair)
Théophile — (Tā.ō.fēl), Theophilus
La Tombe — (Tōmb), Tomb
Touraine — (Tou.ren)
Le Valet des Deniers — (Va.lā dā Den.yā), The Page of Coins
Vyones — (Vē.yōn)
Ximes — (Zēm)
Ylourgne — (Ē.lurn.ye)

BIBLIOGRAPHY

A bibliography of the Averoigne stories is included here for anyone who wants to read the original material or for DMs seeking ideas for further adventures in Averoigne. All the stories and books are by Clark Ashton Smith. The books are published in hardback in the United States by Arkham House Publishers, Inc., and in paperback in the United Kingdom by Panther Books, Ltd.

"The Enchantress of Sylaire" in **The Abominations of Yondo**.
"The Colossus of Ylourgne," "The Disinterment of Venus" and "The Satyr" in **Genius Loci**.
"The Beast of Averoigne" and "The Holiness of Azedarc" in **Lost Worlds**.
"The Mandrakes" in **Other Dimensions**.
"The End of the Story" and "A Rendezvous in Averoigne" in **Out of Space & Time**.
"The Maker of Gargoyles" and "Mother of Toads" in **Tales of Science and Sorcery**.

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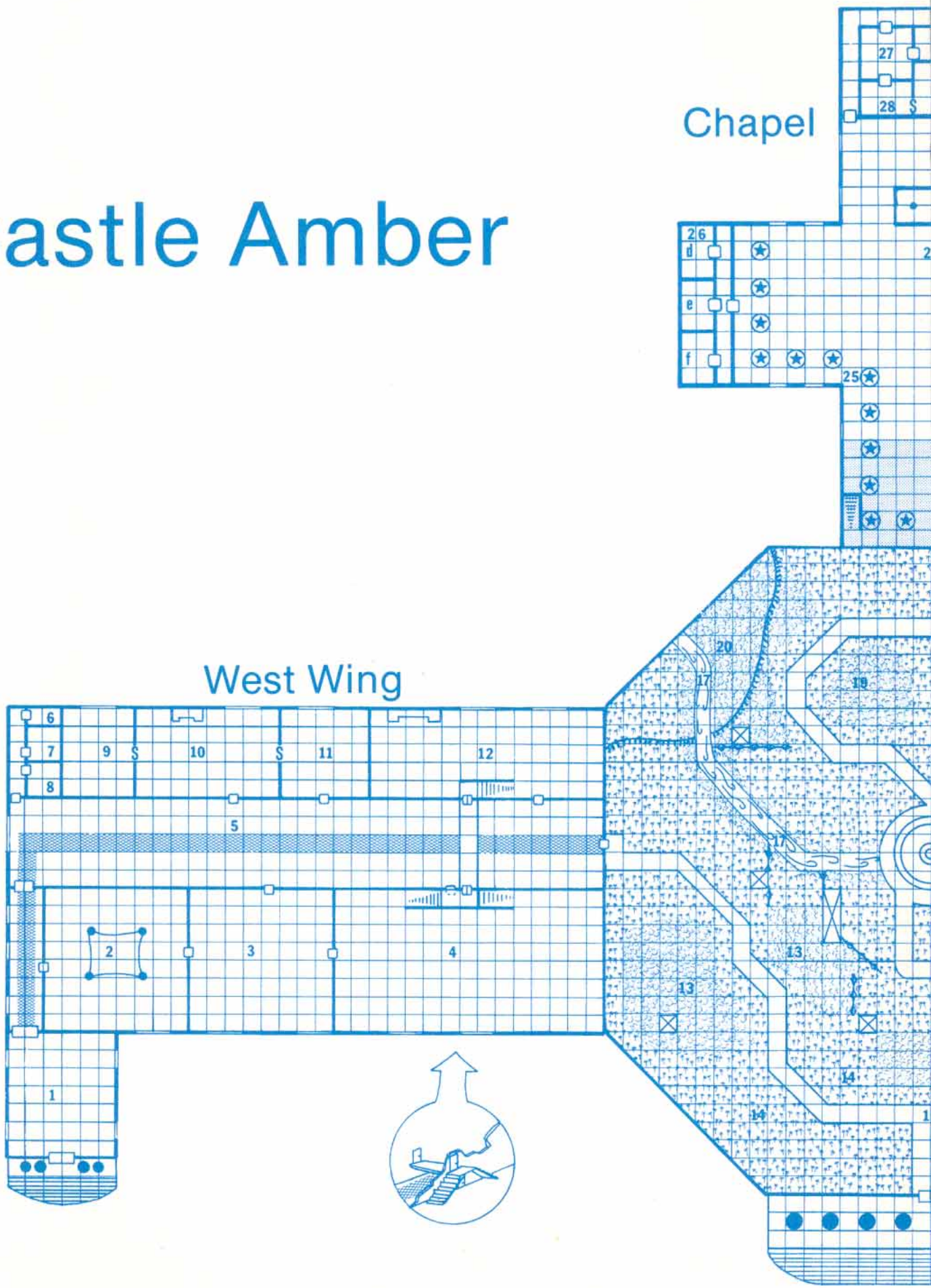
To Those Who Would Be Free:

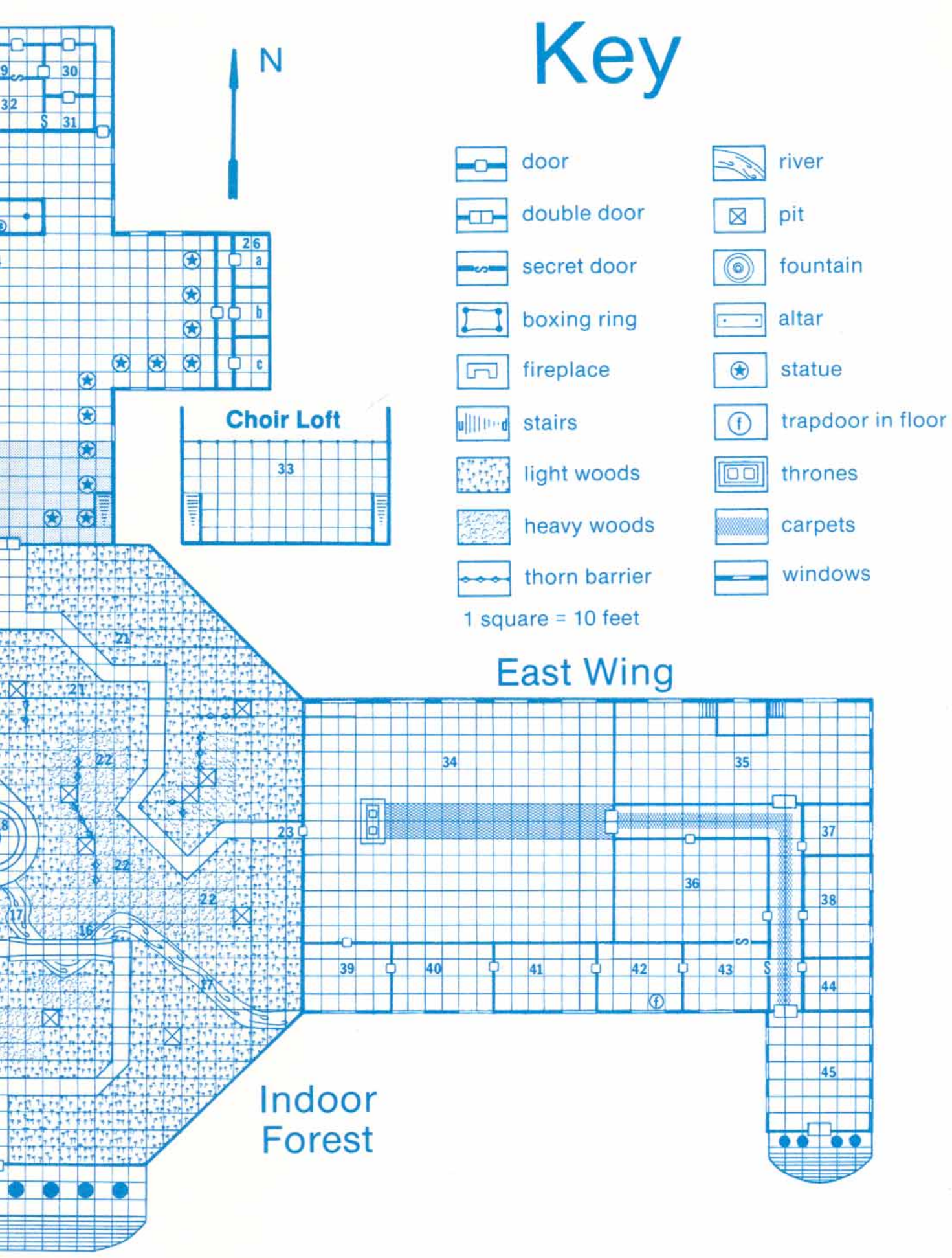
The secret that will break the curse surrounding Castle Amber and lift the gray mist is engraved on the inside lid of Stephen Amber's casket. To summon Prince Stephen's tomb from beyond space and time, four magical items are needed. The four items, The Enchanted Sword of Sylaire, The Viper Circled Mirror, The Ring of Eibon, and a potion of time and travel, can all be found in Averoigne, our old homeland. Touch ring to viper's tail. Anoint the sword with the potion. Shatter the mirror with the sword, and Prince Stephen's tomb will appear.

Search first for the Gate of the Silver Keys.

Sylaire-The Enchanted Sword-Sephora? Malachie?
Vyones-The Viper Circled Mirror-Gaspard du Nord
Périgon-The Ring of Eibon-Luc le Chaudronnier
Les Hiboux? Ximes?-potion of time travel-Azedarac?
Jehan?
Moriamis?

Castle Amber

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double door
secret door
boxing ring
fireplace
stairs
light woods
heavy woods
thorn barrier
river
pit
fountain
altar
statue
trapdoor in floor
thrones
carpets
windows
1 square = 10 feet
Choir Loft
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East Wing
Indoor Forest
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